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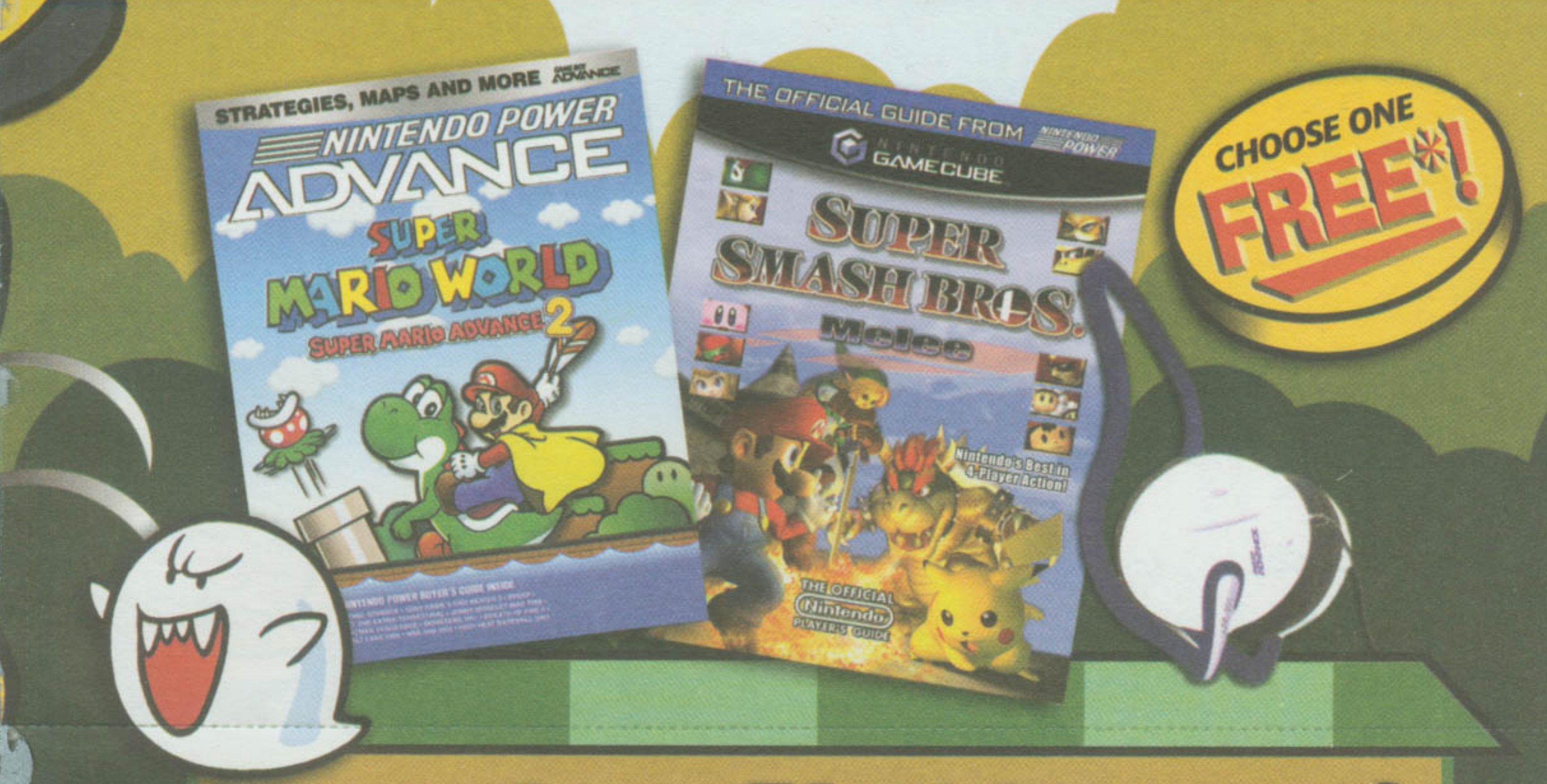
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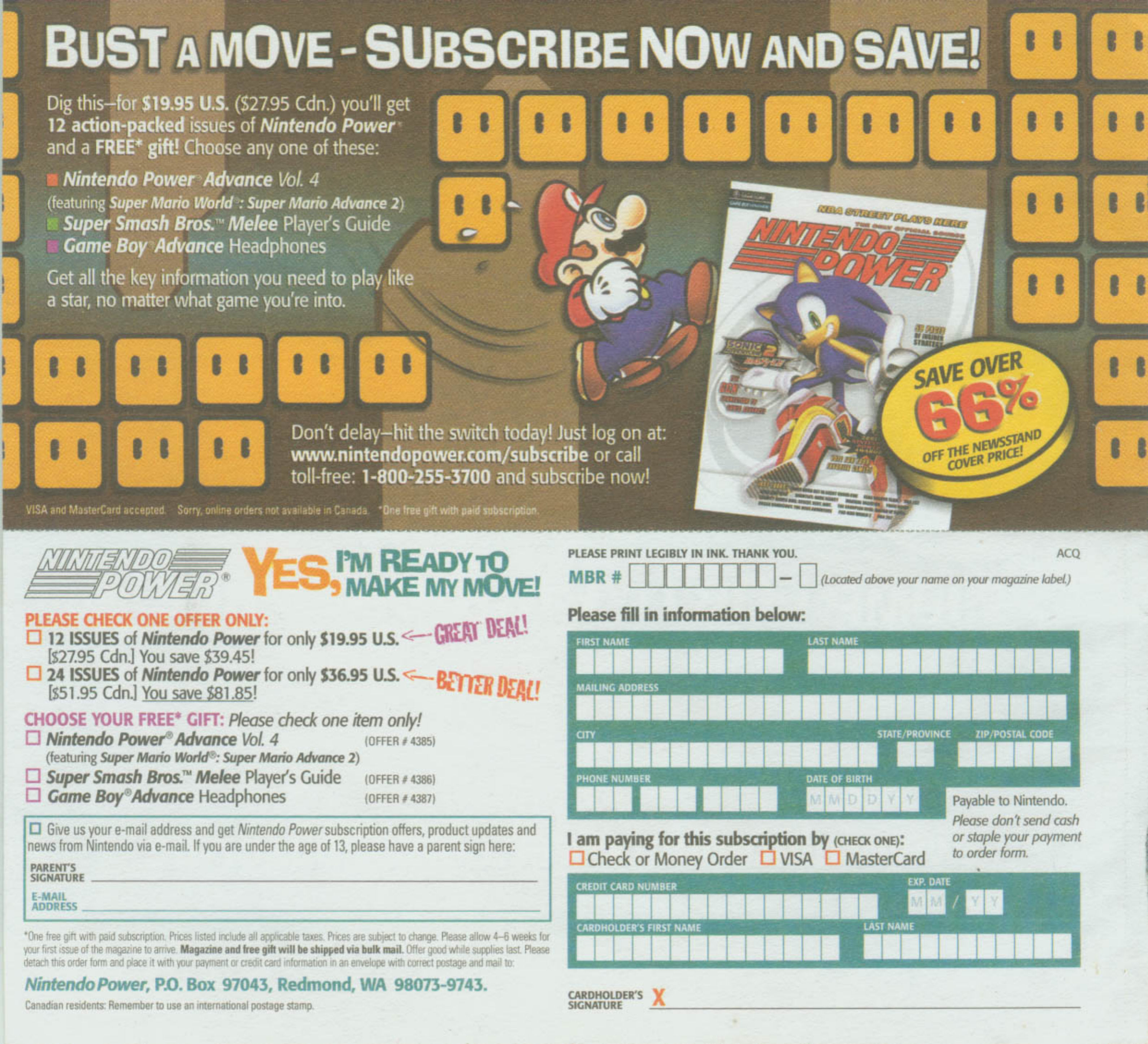
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Once upon a time,
there was a happy little place,
with happy little creatures.

Until, one day a bunch of freekstylers found it and it wasn't so happy anymore.

The End.

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PlayStation 2

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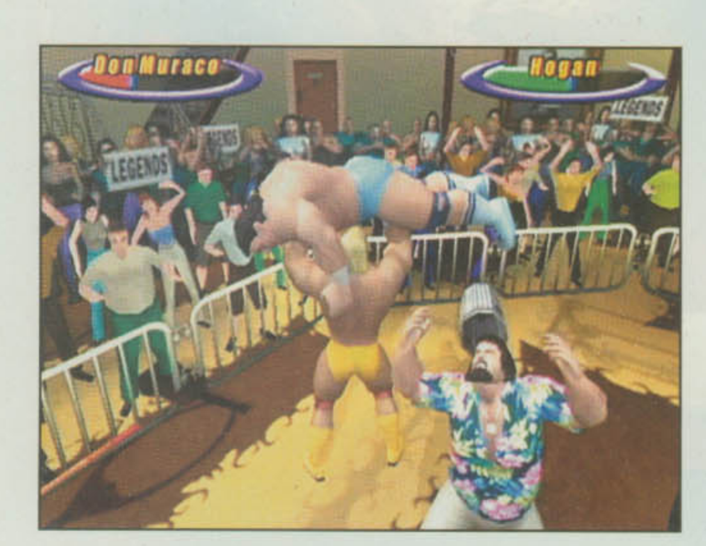
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SPECIAL FEATURES



30 Princess Katia reflects on the golden rule of card dueling: You gotta know when to hold 'em, know when to fold 'em.



88 The pain! The paaaain!!! Captain Lou Albano realizes he once played Mario on "The Super Mario Bros. Super Show!"



52 Get a closer look at Mario, Samus, Link, Fox McCloud, Wario and other game giants in a sneak peek at the upcoming games at E^3 2002.

DEPARTMENTS



116 Yikes! It's either a big Halloween prop or a really cool logo for a biker gang!



50 Play as Tom Cruise in a sci-fi shoot-out.



40 Bomberman: Demolitions expert and clean freak.





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PLAYER'S PULSE



If given the chance, many of our readers would step into Link's shoes. Link's legendary adventures were cited as a reason, but so too was Link's luck with the ladies. Link's popularity aside, many different characters were mentioned.

TRADING PLACES

I'd be Link. Fighting in dungeons and getting new gear in an epic adventure would be awesome. Sure, it's a little dangerous and it sometimes sends chills up your spine, but what could be better than being chosen by the Deku Tree himself, having a fairy friend, and becoming a legend all over Hyrule? Besides, someone has to save the world from being destroyed by evil!

Ryuuko07
Via the Internet

I would have to pick Link. I'd sit at home and play my GCN all day, and when the bills and taxes come, I would simply go around slashing bushes all day to get rich.

Megaboy2400
Via the Internet

I would love to be Captain Olimar! Just the idea of having hundreds of little creatures following my every wish makes me wanna get up and dance. In fact, I think I'm gonna dance right now.

LlamaKing112
Via the Internet

I would want to be Mewtwo because it can make objects float, make iteself float and talk with its mind. Not only that, it doesn't need its legs to walk, which would be a big help at Universal Studios and Disneyland.

Nick Van Zandt
West Hills, CA

I definitely think I want to be Toad. I mean, he hardly ever has to actually fight, well, except in Super Mario Advance, and yet he still gets in on all of Mario's best adventures. He gets to spend a lot of time relaxing playing golf and tennis. Plus, he's got a very cool hat to top it all off!

Peter Costa
Wakefield, MA

That's a hat?

I would be Samus Aran, because she's the best bounty hunter in the galaxy. She is also very cool because of her high-tech weapons and awesome moves. Oh, yeah, I almost forgot—she can beat everyone, even though she is a girl!

Dannielle B
Virginia Beach, VA

I would be Ganon. He was the ultimate evil and without stupid Link his plans for domination would have succeeded. It would be pretty cool to spend a day in those giant shoes.

Josh Glass
Via the Internet

I would be Mario. He shoots fireballs.

Nathan Murray
Fairfield, CA

I would be Mario even though I'm a girl. He's my favorite character. I'd get to meet Bowser and I'd have a cool brother like Luigi. I love his outfit, too!

The Almighty Popcorn Demon
Via the Internet

LETTER OF THE MONTH



I would of course pick Donkey Kong because he's the most powerful character in the world . . . he can shoot out fire, he can fire ice out of his ears, he can make huge earthquakes and destroy cities, he can teleport anywhere and breathe in space and underwater and he can put on an infinite shield and counterattack any moves and he can DO DONKEY FLARE AND WIPE OUT THE PLANET WITH HIS MIND!!!!!!

Gorilla99999
Via the Internet

He makes a mean banana smoothie, too, with two cups of ice, three bananas, a tablespoon of sugar, 12 ripe strawberries, a cup of plain yogurt AND HIS MIND!!!!!!

I would be Bowser! It would be fun to try to stop Mario and capture Peach. Oh, yeah, I'd beat Mario! Mwaaahhh ha ha ha!

Alex
Via the Internet

If my friend and I could be any Nintendo character we would be the old guy working on the bridge in The Legend of Zelda: Oracle of Ages. We believe he has a very luxurious life screaming at his employees to get them to work. He gets other people like Link to get them back, too. When they do get back to work, he sits there and does nothing, not to mention that they finish in two seconds, and he doesn't congratulate them. He is a slacker, the perfect life.

Chris and Matt
Via the Internet

He's a slacker, yet it takes two of you to do his easy job. That's taking it to the next level.

I would be Yoshi because he's superfast and able to eat some enemies. Koopa sandwich with a side order of Goombas would be my lunch.

Kelley Lange
Via the Internet

This may sound weird since I'm a guy but I'd like to be Joanna Dark. She gets to meet a real AI and the President, she enters Area 51, takes down an alien king and gets to run around in UFOs.

Link the 1st
Via the Internet

I think being one of the monkeys in Super Monkey Ball would be really neat, what with all the rolling and the flying and the racing in a ball. Almost like a monkey hamster. That's funny . . .

Me You
Via the Internet

YOU'RE A WINNER!

Anthony Lippa of Hunter Glen, Virginia, spent four days in the Orlando sun visiting theme parks, splashing in the pool at the Portofino Bay Hotel and playing air hockey over the last weekend in March. Our lucky winner, his family and the NP Krew's Jenni enjoyed the magical vacation destination that is Universal Orlando Resort. They shopped at Universal Citywalk, explored the movie-themed attractions at Universal Studios Florida and took a VIP tour at Universal Islands of Adventure, which included excellent rides like Incredible Hulk Coaster and The Amazing Adventures of Spider-Man 3-D thrill ride.





WHO'S BAD?

I was playing Super Smash Bros. Melee a couple of months ago, and I noticed that the first Mario trophy said among other things that Mario was a villain once. I personally have never played a Mario game where Mario was a bad guy. When was he a villain?

Mason
Virginia Beach, VA

Mario turned villain in Donkey Kong Jr. when he captured Donkey Kong, forcing Donkey Kong Jr. to come to his dad's rescue. Actually, Donkey Kong himself was a villain in the first Donkey Kong arcade game. They're both reformed now.



ATTENTION, CAMPERS!

You were responding to someone's question in Player's Pulse recently and said something about a "Camp Hyrule." What is that? Don't leave a huge Zelda fan hanging!

Kristin
Via the Internet

Camp Hyrule is a week long virtual summer camp held on nintendo.com for the past few years. The camp generally meets in late summer, and just like in regular summer camp, you get a cabin, activities and even craft projects! NP staffers and other video game luminaries usually show up to chat with the campers. If you're interested in Camp Hyrule, keep checking nintendo.com for news about registration.

JOY AND PAIN

Is working at Nintendo Power as fun as it is portrayed in Vol. 155's "Behind the Scenes at NP?"

Eddy Adams
Via the Internet



No, it's even more fun than that! Mere digital photographs just can't do justice to all the good times had in the fun-drenched cubicles of Nintendo Power.

LEGENDS OF LUNCH

I love my Nintendo GameCube. One of the best things about it is that it is so small and transportable. Almost everyday, I put my GCN and a small TV set into my backpack and take them to school with me. My friend and I play it almost all lunch hour. It's great. Thanks for the great system.

Matt
Via the Internet

You go to one lenient school, Matt. We had to get doctor's notes to bring fun-shaped erasers to school when we were kids, and forget about playing cards or game systems! We've got a few questions for you. Isn't it hard to see the action on a small TV? Do you and your friends smack heads a lot?



EAGLE-EYED READER

In your Taxi Driver Confessions article (Vol. 154) you interview a driver about Crazy Taxi, but in the picture he is clearly playing The Simpsons: Road Rage! Is there some kind of taxi conspiracy going on here?

Adhesive1Penguin
Via the Internet

No conspiracy, but why in the world would you look so closely at the picture? Get more hobbies! Anyway, the article was an abbreviated version of a much longer piece. Shawn actually played The Simpsons: Road Rage and Crazy Taxi and made comments for both, but we didn't have enough space to cover both. We're planning on including additional materials like the second half of the Taxi Driver Confessions piece on nintendo.com someday soon, so none of our precious comedy goes to waste.

MYSTERY MOLE

I have two serious questions. In SSBM, I have gotten the Mr. Resetti trophy—it's a mole dude with a mining cap and a pickax. In the description, it claims that he will lecture you if you reset. I've hit reset millions of times, but to no avail. Also, can I have some news on the Zelda game for GCN? I've heard many wacky rumors and I want facts!

The mystery man
Via the Internet

Mr. Resetti doesn't appear if you reset in Super Smash Bros. Melee—he appears if you reset the game in Animal Crossing, which isn't out in the US just yet. Basically, Mr. Resetti yells at you if you reset the game, because you can't reset real life to change your decisions or actions, and Animal Crossing is a sort of community life simulator. As for The Legend of Zelda GCN, check out the E³ article on page 52 for more info on the lovely game.

CLASSICS ROCK!

I have a great idea! Why don't you make a Nintendo Classics section in your magazine? It should have info on all the classics, like Mega Man and Link. That would be off the hook.

Seamonkeybirdi
Via the Internet

We do try to give props to classic characters and games in the magazine, especially when they appear in new or updated games, but there's so much new stuff coming out for GCN and GBA, there just isn't a lot of room left for the classics. We're also not sure that most readers would appreciate trips down memory lane every month. What about it, faithful readers? Would you like more history in the magazine? Speak up, we can't hear you!

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WRITE AWAY. RIGHT AWAY

E³ is upon us, and we want to know what you think of the developments. Check out our preview article this month and scan Nintendo.com, newspapers and other sources for all the info you can muster, then let us know what you think. Which games impressed you? Were you surprised by some of the announcements? What game do you want the most? What game could you live without? And isn't it all very exciting?

PLAYER'S PULSE ARTIST'S GALLERY



Megan Bellnare • Katy, Texas

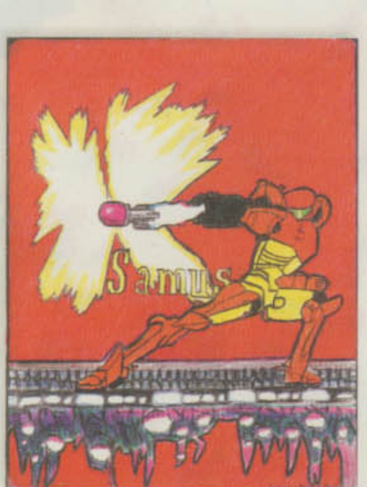



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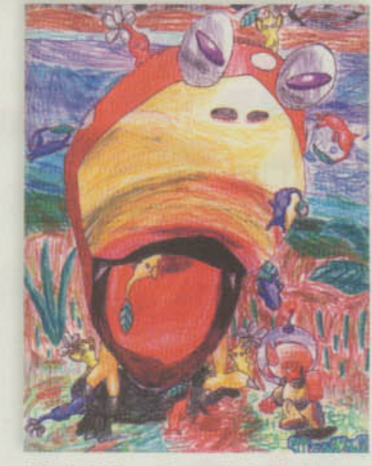
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POWER CHARTS.157

The NP Krew is stuck in a Resident Evil rut as the not-for-dinnertime title takes the Player's Choice top prize for the second month in a row. Plenty of new GBA titles are popping up as well—it must be a sign that spring is in full bloom. Continuing the flower theme, Captain Olimar and his loyal Pikmin make a welcome return to both charts. Just don't stare at the sun for too long, fellas.

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

Rank	Title	Prior Position	Months on Chart
1	SONIC ADVENTURE 2: BATTLE	1	3
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	1	3
2	JAMES BOND 007 IN AGENT UNDER FIRE	•	1
	SONIC ADVANCE	2	3
3	SUPER SMASH BROS. MELEE	2	4
	CRASH BANDICOOT: THE HUGE ADVENTURE	•	1
4	GAUNTLET: DARK LEGACY	9	2
	MARIO KART: SUPER CIRCUIT	5	6
5	NBA STREET	3	2
	SUPER MARIO ADVANCE	•	4
6	LUIGI'S MANSION	4	5
	FROGGER'S ADVENTURE: TEMPLE OF THE FROG	3	3
7	PAC-MAN WORLD 2	•	1
	GOLDEN SUN	8	3
8	BLOODY ROAR: PRIMAL FURY	•	1
	POKéMON CRYSTAL	4	6
9	PIKMIN	5	4
	WARIO LAND 4	7	4
10	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	6	5
	SHREK: FAIRY TALE FREAKDOWN	•	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

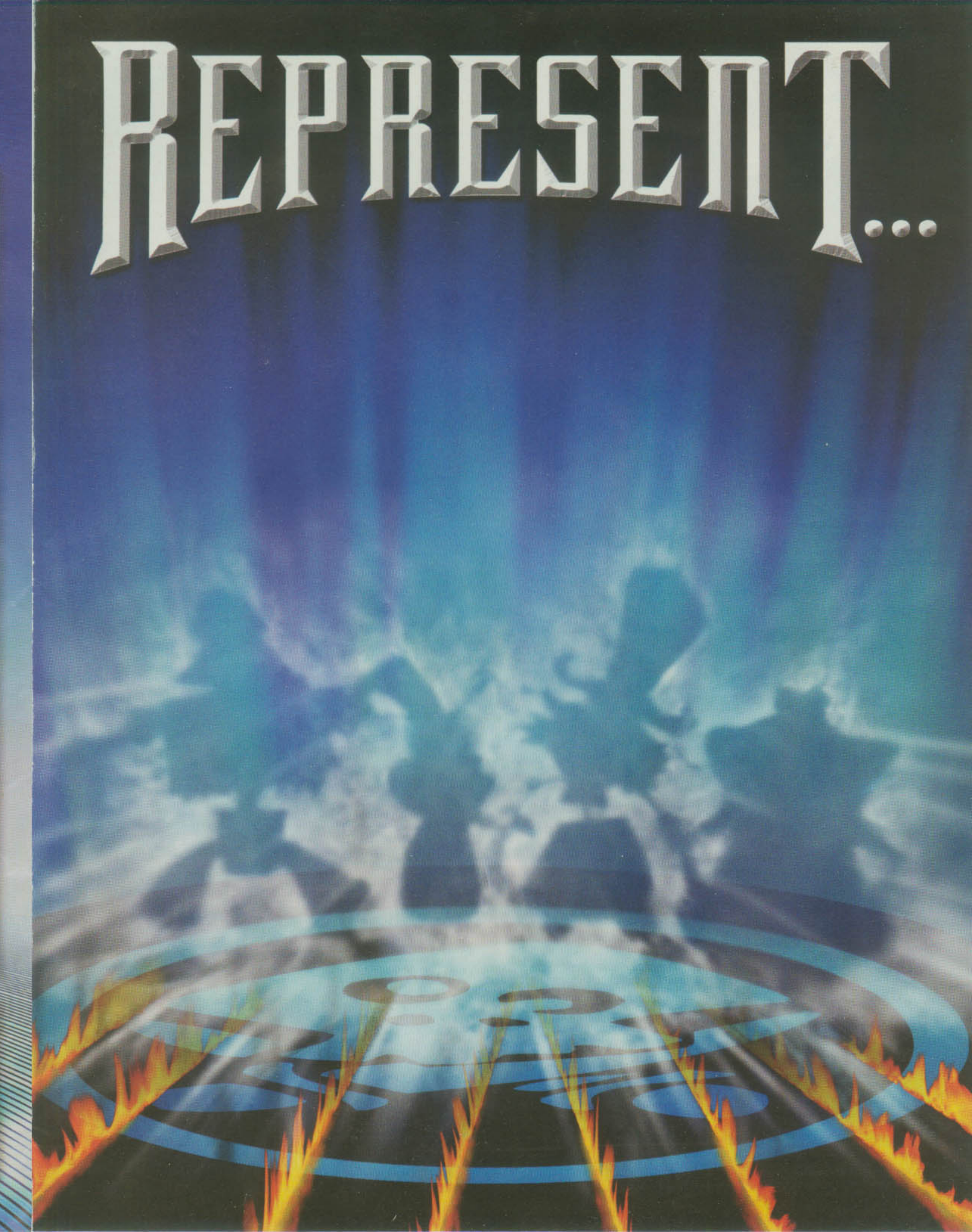
Rank	Title	Prior Position	Months on Chart
1	RESIDENT EVIL	1	2
	CASTLEVANIA: HARMONY OF DISSONANCE	•	1
2	BURNOUT	2	2
	PINBALL OF THE DEAD	•	1
3	SUPER SMASH BROS. MELEE	4	5
	GOLDEN SUN	1	6
4	NBA STREET	5	4
	BROKEN SWORD: SHADOW OF THE TEMPLARS	•	3
5	LOST KINGDOMS	•	1
	BLENDER BROS.	6	2
6	BOMBERMAN GENERATION	•	1
	GUILTY GEAR X	•	1
7	SUPER MONKEY BALL	7	6
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	7	5
8	ETERNAL DARKNESS	9	2
	MONSTER FORCE	•	1
9	SSX TRICKY	10	6
	INVADER	•	1
10	PIKMIN	•	5
	SHANTAE	3	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

Rank	Title	Platform	Prior Position	Mo. on Chart
1	THE LEGEND OF ZELDA	GCN	1	6
2	METROID PRIME	GCN	2	6
3	SUPER MARIO SUNSHINE	GCN	3	6
4	METROID FUSION	GBA	•	2
5	GOLDEN SUN 2	GBA	•	1

COMING SOON!
Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles.





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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Wario World for Nintendo GameCube puts Mario's nemesis in a monstrous mess of his own making. The newly announced action title is scheduled for release this fall.

THE SPOTLIGHT

Worms Blast



Ubi Soft will worm into your affections this summer with a radical new approach to a classic puzzle game—Worms Blast.

Whirl Tour



Crave Entertainment presents a band on the run that's rocking, rolling and grinding through an extreme adventure.

NCAA Football 2003



EA Sports takes Nintendo GameCubers to campus for a season of greatness on and off the gridiron.

WrestleMania X8



Enter the squared ring for the next evolutionary step in the best wrestling franchise in history—it's a GCN exclusive!

Kong



He's no relation to DK, but this big ape sure knows his way around a video game screen, even if it's in GBA dimensions.

Metroid Fusion



We're so excited about Metroid on GBA that we're showing a heaping helping of space ranger goodness in the gallery.

THE GAMING NEWS FOR JUNE 2002

G4 IS ON THE AIR (OR AT LEAST ON CABLE)

Last month, a new TV network crowded onto the cable set-top-boxes of millions of homes in North America. The G4 Network is dedicated to gaming 24/7. When you turn off your GCN, you can still see games on more than a dozen weekly feature shows. It's a great way to check out upcoming GCN and GBA titles and get clues from industry pros like the NP Krew.

A YEAR FOR EVIL

Capcom has released the publishing schedule of all those Resident Evil games for GCN that you've been hearing about. The first game, Resident Evil, was released at the end of April. Next up are Resident Evil Zero in October, Resident Evil 2 in November and Resident Evil 3 in January 2003. It's almost scary.

POWER TO THE WHEELS

Activision's O2 lineup of extreme sports games is leaving gravity and muscle power behind in the upcoming Travis Pastrana's Pro Moto X. Travis was the youngest motocross rider to win a national title. In addition to Travis, the game will feature Mike Brown, Tommy Clowers, Ernesto Fonseca and Carey Hart.

LET'S HOPE MACE ISN'T LOOKING FOR YOU

Crave Entertainment spilled some tasty beans recently to NP. Mace Griffin: Bounty Hunter is on the way for GCN. Mace is a tough ex-space ranger who rips around the galaxy chasing bad people. You fly ships and run around in seedy space places where you won't want to touch the walls much less sit on anything.

ENCLAVE OF CONSPIRACY

Conspiracy Software has a GCN ace up its sleeve in the form of Enclave. The game takes place on a world that has been torn apart, and players must choose to take on a Light or Dark role. Sounds like a lot of replay value. More on this title soon.

MINORITY REPORT IS FOR GCN, TOO?

Minority Report isn't just for GBA anymore. Activision has revealed that a GCN version of the game is on the way. It will be a third-person perspective game featuring locations and items from the film. Activision plans to release it late in the year.

TDK TAKES THE MUPPETS

Kermit, Gonzo and the rest of the Muppet faithful will appear in new titles for GCN and GBA thanks to a licensing deal between TDK Mediactive and Jim Henson Interactive.

GCN HAS A NEED FOR SPEED

EA Sports is bringing another winning franchise to GCN this year in the form of Need for Speed: Hot Pursuit 2. You'll play as a racer or police, pursued or pursuing, on 12 street tracks and in 22 different cars. If you play as the cop, you can radio for roadblocks, choppers and other types of support.

WARIO'S MONSTROUS MISTAKE

The surprise announcement of Wario World for GCN caught us all off guard. Fortunately, we bounced back and dug up some top secret info about the new game. It all begins when Wario finishes building his dream castle. In the basement, where he has stored all of his gems, a strange black jewel secretly begins turning Wario's treasures into monsters and the basement into a weird, parallel world. It's going to be up to you to set things right. Cool.









RACING FOR WORLD PEACE

Midway's new vision of SpyHunter as a covert-ops racer is realized in the new GBA version as well as its big brother version for the GCN. You have mission objectives, cool cars and boats and lots of people shooting at you. Remember, it's for a good cause.





A GBA TREASURE

Disney's Treasure Planet will be a major animated motion picture release this fall, and a GBA title will be ready at the same time. In the sci-fi adventure, you'll try solar surfing and explore two alien worlds as hero Jim Hawkins. You'll even find film clips from the movie.

THE MOUSE THAT PARTIED

Disney's Magical Party from Electronic Arts and Disney Interactive is not to be confused with Nintendo's Disney titles. The party game features Mickey Mouse and friends collecting magical objects, solving puzzles and making their way through obstacle courses. There are 30 minipuzzles and adventures for players of all ages.



SARGE RETURNS TO THE BATTLE

Sarge of Army Men fame is headed to Nintendo GameCube next year. Army Men: Sarge's War will be a third-person, 3-D combat game in which Sarge goes tactical, using hiding places, stealth and various weapons rather than running and strafing as in earlier Army Men games.



INVASIONS AND IMMORTALS

Conspiracy Entertainment has two surprise GCN titles slated for this fall. Hidden Invasion (the top screen shot) is a 3-D action thriller in which you lead the elite Shadowforce to combat an alien invasion. In the second title, Immortal Warrior, you choose one of three heroes to travel through the land of Gomar and capture spirits that have been corrupted by a magical, but evil, queen. Think fantasy action.





BATMAN'S DARK MANANA

We've got some hot info on Kemco's stunning take on Batman. Dark Tomorrow's enemies will inlcude Black Mask, Killer Croc, Poison Ivy, Mr. Freeze and the Joker. You'll control the Batglider, use night vision goggles and carry a stuffed utility belt full of cool gizmos. And the graphics are bat-tastic! The motion of the Dark Knight's cape is a masterpiece of animation, and the cape protects you from some attacks. Batgirl, Robin, Commissioner Gordon and others join in all the batfun. We can't wait to play it.



A SOCCER ADVENTURE

Soccer Kid from Telegames is a platformer in which our hero is out to recover five pieces of the shattered World Cup. He uses a soccer ball to perform special kicks, headers and volleys. There are 15 levels, five bonus levels, 40 enemies, six bosses and an alien pirate named Scab.



ANIMAL CROSSING

Game Type: Communication
Publisher: Nintendo
ETA: September 2002
System: Nintendo GameCube

Animal Crossing is unlike any other game we've played, so much so that it's hard to say that you even play it. It's more like taking part in a community. When you ride into town on a train at the beginning of the game, you don't have a set goal, timeline or even a place to live. You'll get set up with a house and begin meeting the inhabitants of the forested village almost immediately. After that, the days begin ticking by in real time and you're pretty much free to do whatever you want. That may include getting a job and earning some money. With money, you can fix up your house or buy plants to landscape your yard. You can send mail to other players, too. In fact, up to four players can live in the same village even though only one player is active at a time. If you thought Pikmin was innovative, wait until you get your paws on Animal Crossing. It's less a game than a way of life.



The inhabitants of the town often ask you to help them out, and they may send you to see someone.



You can make patterns for your own clothes then walk around town in style.



If you find fossils, paintings, insects and fish, you can donate them to the local museum.


Using the Nintendo GameCube Game Boy Advance Cable, you can travel to a secret island where you can find hidden items.

WORMS BLAST

Game Type: Action
Publisher: Ubi Soft
ETA: July 2002
System: Nintendo GameCube

The worms are blasting their way through Bust-a-Move-type puzzles in Ubi's new GCN game. Players choose a worm then head to either Puzzle Mode, Tournament or Vs. Mode, where the blasting begins. The idea is to shoot colored blocks with the matching color of bazooka shell while your worm paddles below the blocks in a little boat. It's a bit different from the original Worms games, but you'll dig the puzzle action.


Your bazooka shells must be powered up or they'll fall back and hit your worm in its boat.


The blocks pile on as time goes by, turning the puzzler into a frantic action game.

NCAA FOOTBALL 2003

Game Type: College football
Publisher: EA Sports
ETA: July 2002
System: Nintendo GameCube

The school year begins early for fans of college football. NCAA Football 2003 features every bell, whistle and pom pom you can imagine. Be the coach of a dynasty, play a rivalry match, collect a trophy room full of NCAA awards and, yes, enjoy a great football simulation along the lines of Madden.





KONG

Game Type: Platform action
Publisher: BAM! Entertainment
ETA: June 2002
System: Game Boy Advance

Based on Kong, the animated series, a new giant ape is cloned and includes human DNA. You take on the role of the hero and the ape, switching back and forth during your platform action missions to save Kong Island from destruction.


The 13 primal stones are the target of mischief on Kong Island.


You'll face many dangerous animals and traps as both Jason and Kong.

GREMLINS: STRIPE VS. GIZMO

Game Type: Platform action
Publisher: Dreamcatcher
ETA: June 2002
System: Game Boy Advance

As either Stripe the Gremlin or Gizmo the Mogwai, your objective is to grab all the presents before the other character gets to them. You can play through the Adventure Mode or try Time Attack Mode or the two-player option, as well.


Gizmo has a double jump and a flashlight attack that will frighten off Gremln enemies.


Stripe skates through the levels, collecting presents and swiping Mogwais.

TOP GUN: FIRESTORM ADVANCE

Game Type: Fighter action
Publisher: Titus
ETA: June 2002
System: Game Boy Advance

The top naval aviators hone their dogfighting skills at the Fighter Weapons School, also known as Top Gun. Titus gives GBA owners the chance to fly Top Gun missions without ever leaving the ground. Expect missions such as those in Desert Strike. Go Maverick!



You'll attack with missiles and bombs.

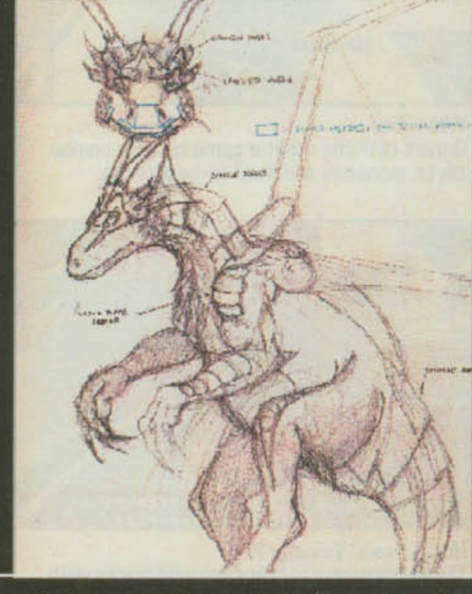


Your fighter jet can fly high or low.

PROJECT: DIGIPEN

Wyrm is a 3-D, flying, dragon fighting simulation game created by a team of DigiPen students. Players guide their dragon in battle, breathing fire and casting any of 10 special spells. The object is to protect your territory from marauding Wyrms and stay alive. You can customize the dragon and choose spells that give you a tactical advantage. The game's development team members included Brad Ayers, Anthony Carotenuto, Jordan C. Johnson, Andrew Klinzing, Chad Olsen, Eric Smith, Timothy J. Stamm and Kevin Wright. The game requires a PC powered by a Pentium III 450 MHz processor with 64M of RAM and a video card that fully supports Open GL.

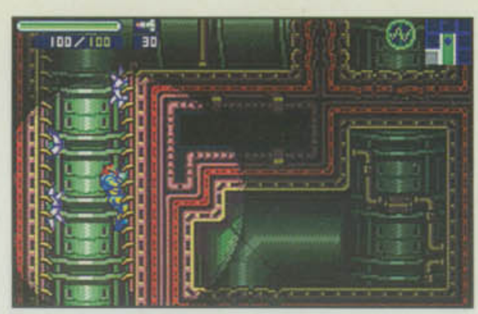


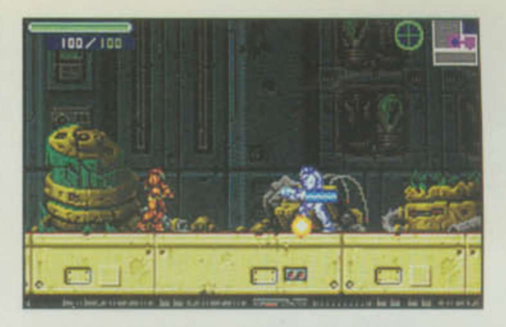


For more information on DigiPen, and to download a copy of Wyrm to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops.

JUNE GALLERY OF GAMES

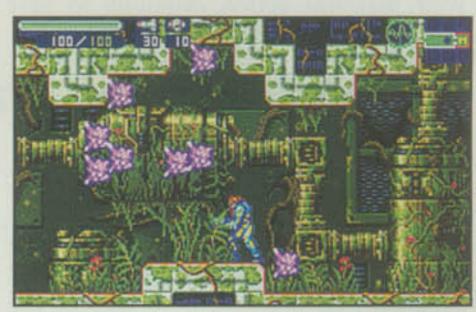
Metroid Fusion for Game Boy Advance is the star of this gallery, but don't forget to glance down at our first peeks at Whirl Tour, Pac-Man Fever and Mystic Heroes for GCN. Hollywood properties are the genesis for the final two GBA games, based on a movie and TV series respectively.

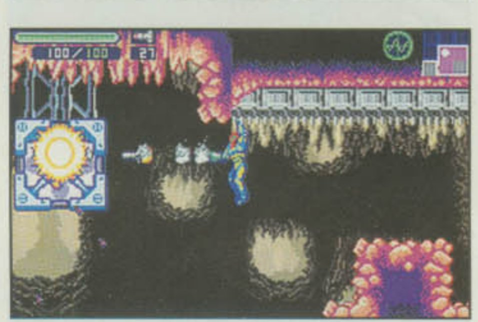




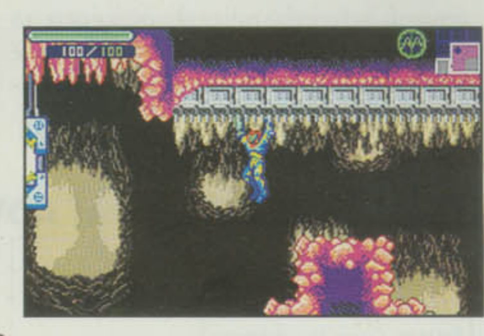












Metroid Fusion
We had so many cool shots of Metroid Fusion for GBA, that we couldn't stop at the four that appear in the E³ article. Here are eight more beauties.



Whirl Tour
Crave's extreme scooter game includes combo tricks, monsters and head-to-head races.



Pac-Man Fever
Namco brings its top franchises together in a board game stuffed with minigames.



Mystic Heroes
Koei is back in the game with a heroic action adventure title for Nintendo GameCube.



Hot Wheels: Velocity X
THQ is combining hot cars and wild tracks with an adventurous story in the GCN speedster.



Hey, Arnold!
The animated film takes the form of a platformer from THQ. Help Arnold save the neighborhood!



VIP
You'll have to use the entire VIP team to complete your mission in Ubi Soft's platform adventure.

SAY "HAMHA!" TO HAMTARO AND FRIENDS

If you thought a bunch of little critters called Pokémon were a big deal, or that a Japanese franchise called Hello Kitty was cute, then be prepared to meet the next big and cute phenom from across the Pacific—Hamtaro the hamster. In 1997, a storybook created by Ms. Ritsuko Kawai became a hit sensation in Japan. That and subsequent books followed the exploits of pet hamsters, led by the courageous Hamtaro. The series of books was so successful that Hamtaro became a TV series and a top-selling video game from Nintendo.

Hamtaro will be introduced to North American audiences this June via the Cartoon Network. In the show, Hamtaro and his friends, known as the Ham-Ham Gang, keep a protective eye on their adolescent owners and end up having all sorts of adventures along the way. Hamtaro's world also includes his owner, 10-year old Laura, a precocious, outgoing girl with a penchant for getting into trouble; Boss, a gruff field hamster who has a sweet disposition in spite of his rough manner; Oxnard, a timid hamster who is always hungry and so worried that he'll miss a meal that he carries a sunflower seed around with him wherever he goes; and the whole Ham-Ham Gang, including Howdy, Bijou, Pashmina, Panda, Maxwell, Sandy, Stan, Cappy, Penelope, Jingle, Dexter and Snoozer. Each hamster has a winning and funny personality.

More Hamtaro products will follow the TV show, including a game for Game Boy Color coming from Nintendo later this fall. The Hamtaro marketing juggernaut is worth three billion dollars in Japan, and it includes the top-selling children's home video and music sound track in that country. Hamtaro has been so popular that you might wonder if subliminal messages were involved. No, it's just those darn cute hamsters. So, without further fanfare, please welcome Hamtaro to our continent. As a special, expanded Game Watch Gallery, we've collected some screen shots and character art to introduce you to the Ham-Ham Gang.

In the Ham-Ham language, the popular greeting is "Hamha!" So give a big "Hamha!" to Hamtaro.



GAME WATCH FORECAST

DEVELOPER PROFILE

Treyarch creates another thrilling action adventure, featuring the amazing Spider-Man.

Treyarch

Santa Monica, California

Founded: 1995

Respondent: Gregory John, Senior Producer

GW: What are the pitfalls of doing superhero games?

GJ: The hardest part about having a superhero as a playable character is that the superhero is so powerful. Spider-Man can climb on ceilings and walls, he can swing through the city, and he is superstrong. Coming up with elements that challenge Spider-Man is very tough. One of the concepts that made it into the game, but not as much as we would have liked, was Civilian Rescue. It's a good element since it depends on the weaknesses of others rather than a contrived weakness in Spider-Man.

GW: Aside from the Green Goblin, the game features several villains not in the movie. Why did you choose those particular foes?

GJ: Since the movie deals with the origins of Spider-Man we have several levels in our game that deal with Peter Parker before he fully becomes Spider-Man. To flesh out the game, we chose additional villains from the early comics, and set it up so that Spidey is meeting the villains for the first time.

GW: In what ways has webslinging been changed from your earlier Spider-Man game?

GJ: We decided very early that one of the most exciting game play elements was web swinging so we completely redesigned that system to give the player almost complete 3-D freedom in the air.

GW: Spidey says plenty of classic comic book punch lines while punching out the bad guys. Who wrote the great dialogue?

GJ: Our writer, Matt Rhoades, wrote all of the dialogue and those witty one-liners. Quips and one-liners really work well with video games since they're reasonably easy to implement.

GW: What are the challenges of having film actors, such as Tobey Maguire, doing voice work for video games?

GJ: Tobey Maguire and Willem Dafoe were excellent in reprising their roles as Spider-Man and the Green Goblin. We also had Bruce Campbell (who has a cameo in the movie) do the narrator's voice-over. It was a huge advantage to have them since they already knew the characters and they are, after all, actors trained to deliver dialogue. The real challenge was scheduling such big-name actors.

GW: What do you see in the future of gaming?

GJ: I think the graphics will peak with respect to ultra-realism in the next few years and after that developers will explore different styles like cel-shading. With respect to game play, I hope to see new modes and genres. It's been a long time since someone came up with anything as revolutionary as a first-person shooter. With Spider-Man we pushed the envelope a bit with aerial combat.

NINTENDO GAMECUBE

1080°: WHITE STORM
AGGRESSIVE INLINE
ANIMAL CROSSING
ARMY MEN: SARGE'S WAR
BACKYARD FOOTBALL
BARBARIAN
BATMAN: DARK TOMORROW
BEACH SPIKERS
BIG AIR FREESTYLE
BLACK & BRUISED
BLOODRAYNE
BUTT UGLY MARTIANS
CAPCOM VS. SNK2 EO
CRASH BANDICOOT: THE WRATH OF CORTEX
CROUCHING TIGER, HIDDEN DRAGON
CUBIX ROBOTS FOR EVERYONE: SCRAMBLE
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DINOTOPIA
DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE
DISNEY'S MICKEY PARTY
DONKEY KONG RACING
DRAGON'S LAIR 3D
DR. MUTO
DUKE NUKEM FOREVER
DUNGEONS AND DRAGONS HEROES
EGG MANIA: EGGSTREME MADNESS
ENCLAVE
ETERNAL DARKNESS: SANITY'S REQUIEM
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
EVOLUTION WORLDS
F1 2002
FREAKY FLYERS
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A BEAUTIFUL LIFE
HIDDEN INVASION
THE HOBBIT
HOT WHEELS: VELOCITY X
IMMORTAL WARRIOR
JIMMY NEUTRON: BOY GENIUS
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
THE LEGEND OF ZELDA
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2003
MARIO GOLF
MARIO PARTY 4
MARIO TENNIS
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGFEST 20-03
MONOPOLY PARTY
MONSTERS, INC.
MORTAL KOMBAT: DEADLY ALLIANCE
MX SUPERFLY
MYSTIC HEROES
NAMCO MUSEUM
NASCAR HEAT 2
NASCAR THUNDER 2003
NBA BALLERS
NCAA FOOTBALL 2003
NEED FOR SPEED: HOT PURSUIT 2
NFL BLITZ 20-03
NHL HITZ 20-03
NICKELODEON PARTY BLAST
PAC-MAN FEVER
PHANTASY STAR ONLINE V.2
THE POWERPUFF GIRLS
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REDCARD 20-03
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROCKET POWER: BEACH BANDITS
RUGRATS ROYAL RANSOM
SCOOBY-DOO! NIGHT OF 100 FRIGHTS
THE SCORPION KING: RISE OF AN AKKADIAN
SHAUN MURRAY'S PRO WAKEBOARDER
SHREK
SMUGGLER'S RUN: WAR ZONE
SNOOD
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STAR FOX ADVENTURES
STAR WARS: BOUNTY HUNTER
STAR WARS: THE CLONE WARS
SUPER MARIO SUNSHINE
SUPER MONKEY BALL 2
TAZ: WANTED
TETRIS WORLDS
TIMESPLITTERS 2
TOM CLANCY'S SPLINTER CELL
TOP GUN: COMBAT ZONES
TOXIC GRIND
TUROK: EVOLUTION
TY THE TASMANIAN TIGER
UFC THROWDOWN
VEXX
WARIO WORLD
WHIRL TOUR
WORMS BLAST
WRESTLEMANIA X8
WTA TOUR TENNIS
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

GAME BOY ADVANCE

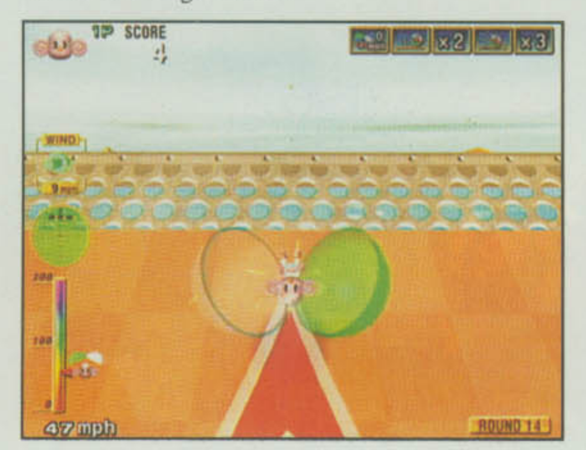
A SOUND OF THUNDER
AERIAL ACES
AERO THE ACROBAT
AIRFORCE DELTA STORM
ALL-STAR BASEBALL 2003
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BANJO KAZOOIE: GRUNTY'S REVENGE
BOULDER DASH EX
CAR BATTLER JOE
CONTRA ADVANCE
CRAZY CHASE
CREATURES
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DENKI BLOCKS!
DIDDY KONG PILOT
DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE
DK COCONUT CRACKERS
DRIVER 2
DUAL BLADE
DUKE NUKEM RETRIBUTION
EARTHWORM JIM 2
ECKS VS. SEVER 2
EGG MANIA
EVOLUTION SKATEBOARDING
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FROGGER CLASSIC
GAME & WATCH GALLERY 4
GOLDEN SUN: THE LOST AGE
HAMTARO*
HARRY POTTER AND THE CHAMBER OF SECRETS
HEY, ARNOLD! THE MOVIE
HOT WHEELS
KELLY SLATER'S PRO SURFER
KIRBY GBA
KURURIN PARADISE
THE LAND BEFORE TIME
THE LEGEND OF ZELDA GBA
LEGO SOCCER MANIA
LILO AND STITCH
THE LORD OF THE RINGS, PART 1
MAT HOFFMAN'S PRO BMX 2
MEDAL OF HONOR
MEGA MAN ZERO
METROID FUSION
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NFL BLITZ 20-03
NHL HITZ 20-02
NICKELODEON PARTY BLAST
PAINTBALL
PINBALL OF THE DEAD
PINKY & THE BRAIN: THE MASTER PLAN
POWER RANGERS WILD FORCE
PUNCH KING
RAYMAN 2*
RHINO RUMBLE*
ROBOPON ADVANCE
ROBOTECH: THE MACROSS SAGA
ROCKET POWER: BEACH BANDITS
RUGRATS I GOTTA GO PARTY
SABREWULF
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SOCCER KID
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPYHUNTER
SPY KIDS 2: ISLAND OF LOST DREAMS
SPYRO 2: SEASON OF FLAME
STAR WARS EPISODE II: ATTACK OF THE CLONES
STREET FIGHER 3 ALPHA
STUART LITTLE 2
SUPER GHOULS 'N GHOSTS
SUPERMAN
SUPER MONKEY BALL
TIGER WOODS PGA TOUR GOLF
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
TOP GUN: FIRESTORM ADVANCE
TREASURE PLANET
ULTIMATE BRAIN GAMES
URBAN YETI
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WINGS ADVANCE
WIZARDRY SUMMONER
WOLFENSTEIN 3D
WOODY WOODPECKER IN CRAZY CASTLE 5
WTA TOUR TENNIS
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE IMMORTAL DUELIST SOUL
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

*GAME BOY COLOR GAMES

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the August issue!



Awww, is the little baby gonna monkey bawl now?

YOUR SCREEN TEST CAPTIONS



Our line was "Umm . . . who are the dorks with Mario and Sonic?" Here are some of your best lines:

Introducing the newest sitcom on Fox . . . —*Manuel Torres*
Uh . . . where's the little plumber's room? —*Philip Hanan*
Another casual day at Nintendo Power. —*Jason Haflich*
Okay everyone! Watch the Pidgey! —*Jeremiah Kunz*
This year, judging the winner of the Nintendo Stars Look-Alike Contest wasn't too difficult. —*Matt L.*
We're gaming icons, and WE need identification tags? —*Avie Kokyre*
I really hope they don't put this in Nintendo Power. —*Andy Walker*
Hey, Mario, are you sure this isn't Resident Evil? —*AdamBomb99*
And once again Luigi and Tails weren't invited to the party . . . —*David Croach*
Who knew Sonic and Mario had so many brothers and sisters? —*Michael Rieger*
What do you mean, costumes? It's us, Ted and Bill from Accounting. —*Brent Daniels*
All of these candidates wanted to be video game superstars, but only two made it. Can you guess which two? —*KevMaster4000*
After many arduous tasks of strength and will, the strangers were finally accepted into the tribe. —*Amooke*
People with big heads hang out at Nintendo. Sometimes, Mario and Sonic stop by to say "hi" to them. —*Mark W. Hale*

SWEETS FOR THE SWEET!

Matthew McDermott and his mother, Mary Rose, love to play Super Smash Bros. Melee and Pokémon Stadium together. Mary Rose, cake decorating master, grants her son's Nintendo cake requests on special occasions. The Falcoized Kirby is one of Matthew's favorites. Sweet!



Mario



Jigglypuff

Charizard

Kirby

Kirby (after swallowing Falco in SSBM)



Chansey

CAST AWAYS

Famous people, or at least blocky approximations of them, have been appearing in games for years. The movie mavens of NP have pulled TV- or movie-based characters and real people from the games they originally appeared in and regrouped them to form partial casts to Hollywood movies, which you must name to complete the puzzle.

It's complicated, so let's try one together. Start with Gertie from the game E.T. The Extra-Terrestrial: Escape from Planet Earth, played by Drew Barrymore in the movie the game was based on, *E.T. the Extra-Terrestrial*. Add Nicky from Little Nicky, played by Adam Sandler in the movie, Peeper from Little Nicky, played by Jon Lovitz in the movie, and Randall from Monsters, Inc., played by Steve Buscemi in the movie to create a big part of the cast from the movie *The Wedding Singer*.



Gertie
E.T. The Extra-Terrestrial: Escape from Planet Earth
+
Nicky
Little Nicky
+



Peeper
Little Nicky
+



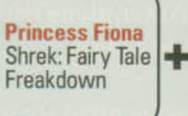
Randall
Monsters, Inc.
=



1.

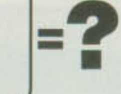


Princess Fiona
Shrek: Fairy Tale Freakdown
+





Gertie
E.T. The Extra-Terrestrial: Escape from Planet Earth
+
Elise
SSX Tricky
=?



2.



Xenia Onatopp
GoldenEye 007
+



Jean-Luc Picard
Star Trek: The Next Generation
+



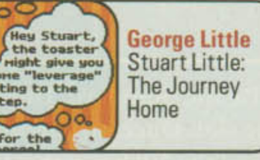
Darth Maul
Tony Hawk's Pro Skater 3
=?

3.
Donkey
Shrek: Fairy Tale Freakdown
+
Marge
The Simpsons: Road Rage
+

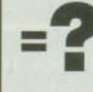


Sid
Ice Age
+
Iago
Aladdin
+





George Little
Stuart Little: The Journey Home
=?



4.



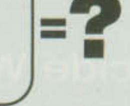
Genie
Aladdin
+



Rosie the Spider
Disney's A Bug's Life
+



Mary Jane Watson
Spider-Man
=?



5.



Banzai the Hyena
The Lion King
+
Boris Grishenko
GoldenEye 007
+



Alejandro Murieta (the new Zorro)
The Mask of Zorro
=?

6.
Rick O'Connell
The Mummy
+
Nicky
Little Nicky
+



Randall
Monsters, Inc.
=?

ANSWERS
1. *Charlie's Angels* (Cameron Diaz, Drew Barrymore and Lucy Liu) 2. *X-Men* (Famke Janssen, Patrick Stewart, Ray Park) 3. *Dr. Dolittle* (Eddie Murphy, Julie Kavner, John Leguizamo, Gilbert Gottfried, Jonathan Lipnicki) 4. *Jumanji* (Robin Williams, Bonnie Hunt, Kirsten Dunst) 5. *Spy Kids* (Cheech Marin, Alan Cumming, Antonio Banderas) 6. *Airheads* (Brendan Fraser, Adam Sandler, Steve Buscemi)

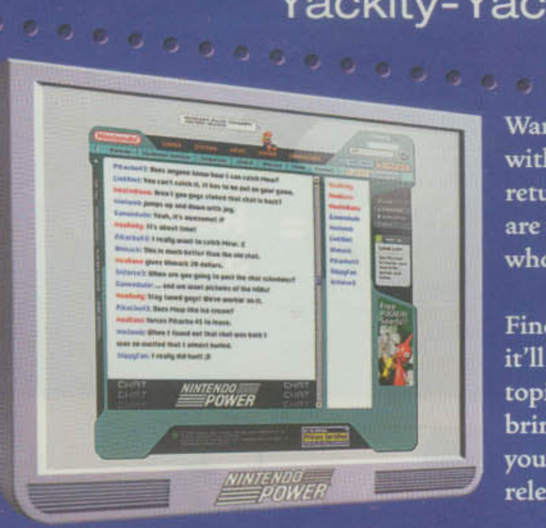


Nintendo ONLINE

www.nintendo.com www.nintendopower.com

Yackity-Yack: Our Chat Is Back!

nintendo.com



Want to talk RPGs with Epic Center writer Alan? How about hanging out with the whole NP Krew? Starting in mid-May, Nintendo's online chat returned better than ever. All of our writers from the magazine and website are yapping about their fave video games—so there are probably a few of us whose tastes match up with exactly what you're looking for in gaming chat.

Find the weekly schedule of changing chat topics on nintendo.com, where it'll be updated frequently. Some chats are guaranteed to cover the same topic, same time, same place—such as the monthly chat, Game Watch. It brings you even more of the latest, greatest, official Nintendo news that you've been seeing in the pages of Nintendo Power, along with the occasional release of brand-new screen shots of upcoming games.

Check out the schedule below then start showing up to see which topics and which chatters you'd like to blab with. We can't wait to hear what you've got to say. See you there!

Chat Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday
3:00	KENT	KENT	STEVEN	ANDY	CLASSIFIED INFO
4:00	SCOTT EH	SCOTT EH	CHRIS	NP KREW	COUNSELORS' CORNER
5:00	JASON	ALAN	DAVE	JENNI	COUNSELORS' CORNER

Power Profile ▸ CLOSE

Name: Jason
Title: Senior Editor
Birthday: May 13
All-time favorite game: The Legend of Zelda: Majora's Mask
What I'm playing now: Burnout, Pokémon Puzzle League, Gauntlet: Dark Legacy, Blender Bros.
Favorite video game characters: Risky Boots, Bomberman, the left rectangle in Pong
Most wanted games: Zelda for GCN, Mario Tennis (GCN), Metroid Prime

Chat notes and exceptions: All times are Pacific Standard Time. Every other week, Alan hosts Epic Center chat during his time slot. Once each month, the 4 p.m. Counselors' Corner will be replaced by Ask Dan and the NP Krew chat will be replaced with Player's Pulse. Late every month, Scott EH's chat will be replaced by Game Watch.

How will you know which writers will discuss the games you love? Check out their bio pages. You can find them on game review pages on nintendo.com.

You Decide Who Suits Up for Duty

nintendo.com

Nintendo's come up with the coolest summer job ever as part of its Nintendo Street Team program. Dozens of go-getters across the United States will gear up in suits that are equipped with lots of Game Boy Advances—then walk around their cities letting people give the GBA a try.

Hundreds of applicants, all 18 and over, have applied for the jobs by submitting videotapes. There are only eight positions available in each of six cities: Seattle, Los Angeles, Chicago, Dallas, Boston and Atlanta. Nintendo's narrowed down the applicants to 20 finalists in each area—and now we need you to tell Nintendo who you think should have the jobs.

From June 24 to July 1, check out bio info for the candidates on nintendo.com then vote for your favorites. Final choices will be revealed on July 1. Tell us who should get the gig!

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

A black fog is moving across the land, consuming everything in its path. The only hope lies with a young girl and her cards.

LOST KINGDOMS™

EPIC CENTER
SPECIAL REVIEW

It's in the Cards





The kingdom of Alanjeh is facing its darkest day in Activision's latest offering. A black fog filled with monsters is lapping at the castle gates, and the king, Feobane, has not been seen since he entered the mist. The kingdom must rest its hopes on Feobane's daughter, Princess Katia. Armed with only a deck of cards, Katia must discover the source of the fog and collect five Runestones to restore peace to the world. But the cards are more than kings and queens—they have the ability to summon monsters that will fight to the bitter end for Katia.



Fighting for Freedom

The game begins in the Alanjeh Castle throne room, where Katia is awaiting news of her father. After the castle is attacked, she decides to take the Runestone and set out in search of him.

Alanjeh Castle: The Initial Battle

1 Protect the Runestone



After you take the Runestone from the chest, a Skeleton will rise up and attack. You'll then receive a deck of cards (shown below), which you can use to battle monsters. In later missions you'll want to use strategy with each battle (such as matching attribute types and setting traps), but initially, just wallop the Skeleton with a powerful card like the Lycanthrope.

The Starting Deck

Your starting deck is a good blend of attributes and types—check page 33 for more details on both. Your deck may also contain a Skeleton card if you win one after the first battle.

004: Lizardman x3
You'll get a quick sword thrust from the Lizardman. It has a short range but can be used multiple times.



012: Man Trap x3
Man Traps slowly shuffle around the battlefield looking for enemies to bite. Toss one out, then hide behind it while it attacks your foes.

019: Fairy x1
Use the Fairy to heal yourself during battle. One Fairy card restores around 50 HP—more as the card gains experience.



042: Lycanthrope x1
The Lycanthrope swipes one massive paw in a circle, damaging all enemies within range. Stand close to your opponent before using the card.



053: Dark Raven x2
Good for long-distance attacks, the Dark Raven swoops across the battlefield dealing damage to every enemy in its path.



057: Birdman x1
The Summons-type Birdman attacks with a spear thrust. It's rather slow, so don't try to use it on a fast enemy or you'll hit nothing but air.





063: Dragon Knight x1
Your most powerful Weapons-type card is the Dragon Knight. It also has great range and can easily hit multiple enemies with one blow.

2 Gurd Is the Word



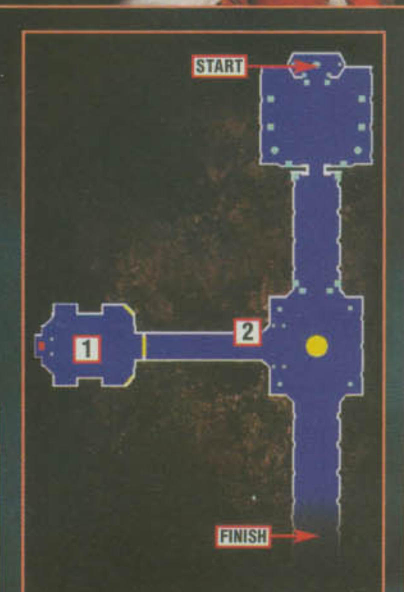
After fighting and defeating the Skeleton, you'll meet up with a mysterious old woman named Gurd. She'll take you to the Plains of Rowahl and teach you the ropes. After your next battle, you'll be able to visit Gurd in her card shop—where you can buy, sell, transform or copy existing cards.



A Five-Star Battle



You'll receive a rating of one to five stars after you complete each area. The rating is based on three criteria: how many monsters you defeated, how many cards you used and how much damage you received. After you've been rated, you can draw one, two or three new cards for your deck—higher ratings earn more chances to draw. There's usually one rare card available.



Reading the Maps

The maps for each area closely resemble the on-screen maps in the game. Read below for tips on how to use them effectively.

Strategy
1 Tips, tricks and strategy are marked with numbers. They often mark secret cards or particularly tough battles.

Red Fairy
You can collect Red Fairies after completing the Plains of Rowahl mission. They can be traded for cards at a special shop.

Deck Point
Each level contains at least one Deck Point where you can add cards to your deck and recover all lost HP. Search them out—they are vital to your success.

Treasure Chest Cards
053 Most treasure chests contain cards. Any chest that holds a card is marked with the number of that card.

Plains of Rowahl: Gurd's Training Session



Treasure Island



Once you open a chest it will remain open—even if you abort the battle and try again. There are no booby-trapped chests in Lost Kingdoms, so you can open them without fear.

Battlefield Alanjeh



All battles are random, which means that you'll enter a battle only at a monster's whim. Each battlefield is a part of the larger area map, so try to enter battles near wagons and other items that might contain hidden cards. You can use trees and other landmarks for cover, but watch for treacherous terrain like sand and swamps that can slow you down.

A Treasure Trove of Cards

Any time a new card becomes available by opening a treasure chest, we describe it in a red box such as this one. (If a card is found in another place, we simply describe it next to the tip). Each description includes a picture and overview of the new card, as well as the number of cards in the level. (The number refers to cards hiding inside chests only—though most new cards are found in chests, they can also be obtained in other ways.)



009: Hobgoblin x2

Hobgoblins are Independent-type cards with two different attacks. Both are fairly weak, although the gas attack can poison your enemies.



005: Mandragora x1

The Mandragora is a trap creature that burrows into the ground. When an enemy gets near, it springs up and causes extensive damage.

012: Man Trap x1

053: Dark Raven x1

Deck Points



To use a Deck Point, stand next to it (look for an exclamation mark over Katia) and press the A Button. Deck Points restore HP and let you put cards in your deck. You can add only cards that you've found in the current level.

Magic Stones



Collect every Magic Stone you see. They allow you to use cards without an HP penalty and also count as Experience Points for your entire deck. You can earn stones by damaging monsters or landmarks.

1 Run Home to Mummy



Get into a fight at the spot marked with a "1" on the map. Trash the wagon during the battle to reveal a Mummy card. Always be watchful for large items that can be destroyed—many contain cards.



014: Mummy

The Weapons-type bandaged one has a short range but can be used multiple times. It will also cast deadly magic on some creatures during its attack.

2 One Grumpy Golem





The final battle pits you against Hobgoblins and a Sand Golem. Use Man Traps to take out the Hobgoblins while you use the Dragon Knight and Mandragora on the Golem. Wait for enemies to crowd together, then hit them all with one blow.

Ye Olde Card Shoppe and Trading Emporium

After you finish the first mission, Gurd will invite you to her card shop. You'll spend a lot of time there, as it is the only place in the game where you can engage in card transactions.

Gurd on the Street

Gurd deals in two types of tender: gold and Experience Points. Gold is used to purchase new cards, while EP are used to transform or copy cards. Gurd will give you money if you sell cards, but EP must be earned in battle.



Make sure that you speak to Gurd after every area. Sometimes she'll tell you about a new area where you can fight new monsters and earn rare cards.

Penny for Your Cards



Sell cards that you have multiple copies of or don't use. It's a good idea to hang onto at least one of each card. If Gurd has a new card that looks good, don't be afraid to pick it up.

Copycat Cards



Once a card earns enough EP, it can be copied. It's a good way to get extra cards of one type. Also, if you want to transform a card but own just one, copy it first.

The Transformation



You can also transform one card into another one. It takes a lot of EP to transform a card—and you'll lose the original—so transform a card only if you own a second one.

Playing with a Full Deck

You know the basics, but what about the details? Study our pro tips to learn everything there is to know about the Lost Kingdoms battle system.

The Three Types



Weapons-type

Weapons-type cards attack once for each push of the button—usually straight ahead. Experiment with Weapons-type cards to learn their range and speed.



Summons-type

Use Summons-type cards to bring powerful creatures into the fray. Summoned creatures can attack only once. Many summoned creatures are quite slow, so you must place yourself carefully.



Independent-type

Throw it and forget it. Independent-type monsters roam the battlefield in search of prey. They're helpful in battles with multiple enemies, but most aren't very bright.



Building Up Your Experience and Deck



If you want to build up experience, don't finish a level the first time through. Run through it almost to the end, then abort the mission and go to Gurd's shop. Edit your deck as you see fit, then return to the level and repeat. Once you have as much experience as you want, blaze through the level and take out everything. You can open chests your first time through or when you take out everything—it won't affect your rating one way or the other.

The Capture Throw NP





Attack an enemy until it's almost out of HP, then hold L and the button of the card you want to throw. Hold the button down to guide the card with the Control Stick. If you hit your foe, it will turn into a card and join your deck.

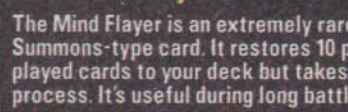
Attributes and Elements



There are five attributes: Fire, Water, Wood, Earth and Neutral. Attributes play a huge role in Lost Kingdoms, so try to attack creatures with the attribute that they are weakest against. Enemy attributes appear underneath them. Look at the color of your card's border to determine its attribute.

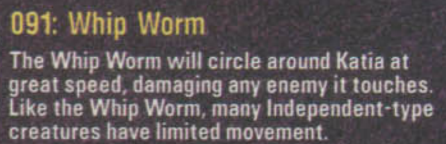
Special Abilities

You will find variations on the above card types. Some cards offer unique abilities beyond their basic attack. We've listed a few special cards to the right, but always check a new card as soon as it enters your deck to see if it contains any special abilities.



096: Mind Flayer

The Mind Flayer is an extremely rare Summons-type card. It restores 10 previously played cards to your deck but takes HP in the process. It's useful during long battles.



091: Whip Worm

The Whip Worm will circle around Katia at great speed, damaging any enemy it touches. Like the Whip Worm, many Independent-type creatures have limited movement.



079: Kitty Trap

The Kitty Trap is, like the name suggests, a card that sets a trap when you play it. Monsters are damaged when they get too close. Play three at a time for a special attack.



054: Wizard

If you're in a large-scale battle, bring along a Wizard. The card increases the power of all other cards in play for as long as the Wizard is active.

Blessoon: The Ghost Town

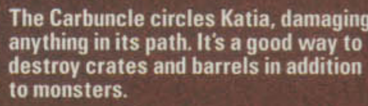
Treasure Chest Cards



001: Skeleton x2
Skeletons are Independent-type creatures of surprising speed and agility. Toss them near your enemy for a quick first strike.



026: Carbuncle x1
The Carbuncle circles Katia, damaging anything in its path. It's a good way to destroy crates and barrels in addition to monsters.





049: Sea Monk x1
Like the Mind Flayer, the Sea Monk restores cards to your deck. Unlike the Flayer, it restores five cards and does not drain your HP.



089: Plague Rat x1
The bloated, ghastly Plague Rat wanders the battlefield poisoning everything it sees. It's a slow, weak monster that should be used as a last resort.

004: Lizardman x2
009: Hobgoblin x1
014: Mummy x1
042: Lycanthrope x1
053: Dark Raven x2

1 The Door Opens





Each callout marked with a "1" on the map is a Capstan. You must activate all four Capstans to open the door that separates the two halves of Blessoon.

2 Bottom of the Well



023: Water Hopper
The Weapons-type Water Hopper lashes out at enemies with its tongue. It's not very strong, but it's lightning-quick and will sometimes paralyze a victim.

3 Bottom of the Barrel

042: Lycanthrope
You'll get another Lycanthrope card if you break the barrels marked with a "3" on the map above. Use the wolf to take out multiple enemies with one paw swipe.

4 Turn, Turn, Turn



Drain the fountain in the middle of Blessoon for a Maelstrom card. Find the wheel marked "4" on the map, then turn it left, right, right then right.

041: Maelstrom
The Maelstrom is a trap card that attacks enemies with enchanted wind. Place three on the battlefield at one time for a special attack.

The Blue Fairy of Happiness

Blue Fairies appear and disappear at random. If you touch one, you will either regain HP, get a single card returned to your deck or enter a battle. The fairies don't like human contact, so don't waste time chasing them down.

5 The Fairy Trader



A young chap named Alexander is the only human left in Blessoon. He's on the hunt for Red Fairies, and he'll reward you with cards if you bring them to him. Collect the Red Fairies in Blessoon after talking to the would-be fairy collector.



6 Blessoon's Big Boss



The boss of Blessoon is a Fire Golem. The golem has plenty of HP, but it's really slow. Toss out a couple of Independent-type cards to distract it, then rush in and attack with the Water Hopper, Lycanthrope and Maelstrom for an easy victory.

The Fairy House

Alexander's house is stuffed to the gills with fairies of all types, but he's most interested in the Red ones. The more you bring him, the more cards you'll receive—though he'll raise the stakes after your first delivery.



If you collected four Red Fairies from Blessoon—plus the one you got just for talking to Alexander—he will reward you with a Fire Gargoyle card on your first visit.



066: Fire Gargoyle
The Fire Gargoyle won't damage enemies—instead, it'll send out a fiery blast that petrifies anything unlucky enough to be caught in the wake.

Side Adventure: Dahl-Nok Valley

After besting Blessoon, return to the Apothecary and speak to Gurd. She'll tell you about a place that is besieged by giant bees. Eliminate the bees to restore peace to the Dahl-Nok Valley.

Treasure Chest Cards



015: Cockatrice x1
You must complete tip 5 to get the card. The Cockatrice spews damaging breath in front of it and can also paralyze opponents.



018: Orc x2
Fiery Orcs like to charge their enemies with battle-axes at the ready. They have extremely limited range but are quite strong.



047: Ghoul x1
The Weapons-type creature can cause paralysis and poisoning if it strikes. It's one of the best cards in the game.



084: Venus Spider x1
You must complete tip 5 to get the card. The spider is a Summons-type card that throws webs. Affected enemies will lose speed.

001: Skeleton x1
009: Hobgoblin x1
012: Man Trap x2

1 Exterminate



You'll finish the level when every bee's nest is destroyed. Make sure that you leave one behind so you can collect all the extras. Each nest contains one bee—they're very fast but move in a predictable, circular pattern. Independent-types are too slow for bees, so use other cards to eliminate the winged menaces.

2 Stumping for Cards

042: Lycanthrope
There's a Lycanthrope card lying on top of a tree stump. The stump is marked with a "2" on the map.

3 Rolling down the River

014: Mummy
After descending the ladder, walk to the far end of the river (near a pile of logs) to discover a Mummy card.

4 Scrambled Eggs





There are three Cockatrice eggs in the level. All are marked with a "4" on the map above. Break every egg to open a secret battle spot—see tip 5 for more on the battle.

5 Cockatrice Times Two



After breaking all the eggs, you must fight a pair of Cockatrices. The creatures are fast and work as a team—they can also paralyze you. Use your Summons-type cards and try to eliminate one monster at a time.

Advanced Card Technique

You can carry only 30 cards at a time in your deck, but you should have many more in your possession by the end of Dahl-Nok Valley. Read on for more advanced card strategies.

The Cards, They Are a-Burnin'



Active Weapons- and Independent-type cards will often burn when in your hand. The flames show how much energy a card has left. Try to use cards that have plenty of energy so your star rating doesn't suffer. If you want to attempt a capture throw, use a card with very little life left—that way you won't lose a pristine card.

Decked!



You may want to replace every card from one area to the next. You can also build multiple decks and then take the one you want. Below, we've listed a few decks you might want to use.

Attribute-Specific Deck
If you're entering a world of fire and brimstone, load up with Water Attribute cards to even the odds.

Type-Specific Deck
Some card types work well in certain levels. Make a deck of each type and have it at the ready.

Low-Experience Deck
Cards gain EP when used for a finishing blow. Make a deck with low EP so you can use them later at Gurd's shop.

Heavy Hitters Deck
Some cards are more powerful than others. Make a deck of heavy hitters for tough boss battles.

Burial Grounds: Back to the Search

Recommended Cards for Battle

You are free to build your deck however you see fit, but the cards below won't steer you wrong. We're suggesting cards that you will definitely have by the time you reach the Burial Grounds, but if you've earned other cards (such as the Sand Golem), feel free to bring them along.

012: Man Trap
The giant plants have high stamina and can fight in multiple battles if used correctly.

019: Fairy
Bring as many Fairies as you can, as their healing powers are a godsend in vast areas like the Burial Grounds.

001: Skeleton
Bone thugs and harmony are all you need. Skeletons are fast and nimble, and they do very well against other skeletons.

063: Dragon Knight
If you can copy the Dragon Knight card, do so. It packs quite a wallop, and the huge sword can strike many enemies at once.

042: Lycanthrope
The Lycanthrope can eliminate multiple creatures with one blow. Don't pack too many Summons-types or you'll run out of cards.

047: Ghoul
Why beat a monster when you can poison it? There's no time limit in battles, so poison your foe and then stand back until it expires.

Treasure Chest Cards



017: Wraith x1
The Wraith attacks enemies with a sheet of ice. It's a tricky card to use, as the ice falls some distance in front of the Wraith itself. Practice is required.

001: Skeleton x2
014: Mummy x1
019: Fairy x1
047: Ghoul x1
053: Dark Raven x1

START · FINISH · 001 · 047 · 053 · 019 · 014 · 017 · 001

1 King of the Mound




There are many tombstones in the Burial Grounds, but only four are the resting places of true kings. When you reach the end of the level, you must activate four switches in the same order that the kings ruled: gold, green, white and then blue.

2 Wagons, Ho!

017: Wraith
There's another Wraith card under a wagon—next to the second Red Fairy you see. Shatter the wagon to reveal the card.

3 Angry Tombstones



There are four kings and five king tombstones. One of the headstones—for King Beria—is a fake, and reading it will unleash a horde of angry monsters. If you fight and win, you'll find a Treant card where the tombstone used to be.



048: Treant
The Treant won't actually attack, but it will boost the defensive power of every card on the battlefield as long as it's active.

4 Loot the Fallen

014: Mummy
A perished soldier at the far end of the Burial Grounds holds a secret—a Mummy card. As he won't be needing it, relieve the soldier of his burden.

5 Angry Skull Boy




The boss of the Burial Grounds is the Necromancer, a terrifying figure with multiple attacks. Toss out a couple of Independent-type cards to distract the Necromancer, then attack it with Summons-type cards. If you have the Sand Golem card, you'll want to use it.

Side Adventure: Gromtull Desert

Recommended Cards for Battle

063: Dragon Knight
You can't stop the power of a Dragon Knight. Bring a few along to take out troublesome desert dwellers.

042: Lycanthrope
Your deck should be heavy with Wood Attribute cards, so the Lycanthrope is a must.

049: Sea Monk
The Sea Monk won't attack, but it will do you one better and restore five cards to your deck.

057: Birdman
Birdman is another Wood Attribute Summons-type creature. Use it on slow-moving enemies only for best results.

005: Mandragora
The Mandragora is a strong creature in its own right—perfect for burrowing into the shifting sands and lying in wait.

019: Fairy
All the offense in the world can't help you if you run out of Hit Points. Carry a fairy or two in case of emergencies.

Treasure Chest Cards




043: Sand Beetle x1
The Sand Beetle lies in wait for unsuspecting victims then leaps into the air and strikes. It's incredibly tough to hit.

078: Scythe Beast x2
A more powerful version of the Lizardman, the Scythe Beast can shoot energy beams from its tail in addition to attacking head-on. You'll find one in Gromtull Desert, but you can also transform Lizardman cards into Scythe Beasts.

052: Crystal Rose x1
Beautiful but deadly, the Crystal Rose is not to be underestimated. It shoots a long beam of ice straight ahead, damaging anything in the way. It's a good card to use when you don't want to get too close to an enemy.

001: Skeleton x1
019: Fairy x1
014: Mummy x3
026: Carbuncle x2
042: Lycanthrope x1
049: Sea Monk x1

START · FINISH · 026 · 014 · 043 · 052 · 026 · 019 · 049 · 078 · 078 · 014 · 014 · 001 · 042

1 Pillars at the Oasis




There are four pillars in the desert (each marked with a "1" on the map above) that you must push to open a secret room. Two of the pillars are hidden under cacti that you must break open during battle.

2 Shai-Hulud




The desert is ruled by a gigantic Sandworm. You'll see a telltale cloud of dust before the worm strikes. It will retreat after you damage it, so you must follow it to three different locations. Keep circling the worm and strike with Weapons-type creatures that have a long reach.

3 The Secret Room



Once all four pillars are depressed, you'll be able to enter the secret room marked with a "3" on the map. Don't finish off the Sandworm before you get the treasure!

Shayal Passage: The Next Runestone

The next Runestone is located in the Shayal Passage, but you will need to fight another card-carrying warrior to secure it. If you claim the Runestone, your HP and MP will increase.

Recommended Cards for Battle

052: Crystal Rose
Its powerful beam can't be stopped, and it lets you attack creatures from a safe distance.

001: Skeleton
You might need to buy some time in the Shayal Passage, and nothing does that like a speedy Skeleton.

063: Dragon Knight
Sensing a pattern? The Dragon Knight is still one of the best cards in your arsenal—take it everywhere you go.

043: Sand Beetle
If you fought beetles in the desert, you'll probably bring it everywhere. Let baddies worry about the speedy bug.



Two-Player: One-on-One Battles

There's no point in amassing a collection of cards unless you can use them to whomp your friends in battle. Lost Kingdoms' expansive two-player mode allows a pair of card captors to duke it out in the arena with cards they've earned in the one-player mode.

Prepare for Battle



First, load a save file and create a custom deck for battle. You don't want to experiment in two-player mode, so stick to cards you know well. Magic Stones are few and far between in battle, so choose cards that don't take a lot of stones to use. If you're worried about your opponent peeking at your cards, just load a premade deck (or send him or her out of the room while you choose)!

Wanna Bet?



If you're feeling lucky, you can wager up to three cards on the battle. As long as you're using different save files, the winner will walk away with three new cards. It's a great way to get cards that have eluded you in one-player mode.

Hey, That's Not Fair!



You can also tinker with the rules in two-player mode. The most important guideline is the Two-Player rule, which makes certain cards (like the Mind Flayer) off-limits. You can also set a time limit, handicap a more skilled player or set decks to loop so you don't run out of cards.



Battle Maps

There are five arenas available, each with its own set of strengths and weaknesses. Agree on a battlefield beforehand so you can adjust your deck accordingly.

Plains of Rowahl



A great place for beginners, the plains are wide open and relatively obstacle-free. You can find Magic Stones by breaking the barrels scattered around the plains.

The Coliseum



The Coliseum is just what it sounds like—a huge arena with no hiding places. It is a great place to let fly with Independent-type creatures.

The Bridge of Sarvan



You'll be limited to Weapons- and Summons-type creatures on the bridge—it's just too small to let a bunch of Independent-type cards go running amok.

Mt. Jarndunn



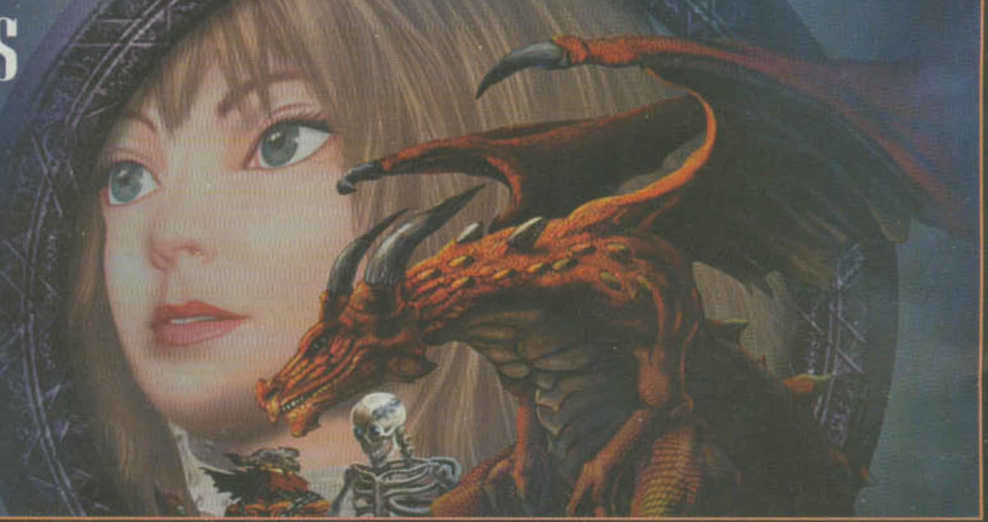
Mt. Jarndunn is the only level that attacks back. Watch out for fireballs as you battle. The lava can also hurt your creatures, so Independent-types could suffer.

Rho-Amis Burial Grounds



There are a few obstacles in the Burial Grounds, but most cards can attack right through them. Bring the fight to your foe and don't let up—the best strategy is to strike fast and hard.

Card Warriors



Combining elements of RPG, action, strategy and collection games, Lost Kingdoms is one of the most original titles to be released on any system—and it's a Nintendo GameCube exclusive! With huge areas, a great two-player mode and over 100 unique cards to find, Lost Kingdoms promises to keep gamers shuffling for a long time to come.

BOMBERMAN GENERATION

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MAJESCO AND HUDSON BRING BOMBERMAN TO A NEW GENERATION OF GAMERS ON A NEXT-GEN SYSTEM.

BOMBS AWAY!

Bomberman must beat the evil Mujoe and his Hige Hige Bandits to the six Bomb Elements that hold great power. Along the way, Bomberman will meet Charaboms that will help him do a bang-up job. If you need a break from the main game, the five multiplayer games are a real blast.

CHARABOMS

Charaboms serve as Bomberman's helpers and pets, and you can raise the creatures with items you'll find throughout the levels. Each Charabom also gives you a special ability when it is equipped. Andlar is the first Charabom you'll meet, and it will join you automatically. You must battle the rest of the creatures before they will join you. Charaboms fall under four attributes—Fire, Water, Electricity and Earth.



Andlar

The Charabom that resembles a fish is your first pet, Andlar. Its attribute is Water, which is weak against Electricity, among other things. See later Charaboms for more on Water.



Dorako

Dorako looks like a dragon, and its attribute is Fire. Fire is strong against Earth and weak against Water, and has no effect on Electricity.



Marine Eel

Many Charaboms you'll find have Water attributes, and Marine Eel, not surprisingly, is one. Water is strong against Fire and has no effect on Earth.



Kai-man

Blue-and-white Kai-man shares the Water attribute. Attributes aren't as complicated as Pokémon types. Water is strong against Fire, and Fire is in turn weak against Water.



Ligon

The little cub, Ligon, has the Earth attribute. Earth has no effect on Water, and vice-versa, but it is strong against Electricity and weak against Fire.



Pommy

Bomberman pros may remember Pommy from previous games. Pommy's attribute is Electric, which is weak against Earth, strong against Water and has no effect on Fire.



Stegodon

Stegodon has the Fire attribute. Charaboms' attributes determine how well the creatures' special attacks will do against an opponent. Charaboms can attack and defend as well as use special attacks.



Pteradon

The winged Pteradon is one of the Charaboms you can merge with other Charaboms. It has the Fire attribute.



Beast P.

The Pommy-like Beast P. has the Electric attribute, so like Pommy, it is strong against Water. Don't use a Water-attribute creature to fight Beast P.

ITEMS

Many objects and enemies will leave behind items when you blow them up. The items will improve Bomberman's abilities. You can hold several "Up" items at a time, and their effects are cumulative. If you use a continue, those items will be reset to one each.



Fire Up

As in Bomberman games of old, Fire Up increases the size of your bomb blasts. You can have up to five Fire Ups at a time.




Bomb Up

Bomb Up increases the number of bombs you can drop. You can have six Bomb Ups at a time.

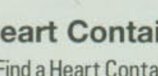


Speed Up

Bomberman can use up to six Speed Up items. The item allows him to move much faster.

Hearts

The large heart restores an entire Heart Container, the item with two small hearts restores half, and the item with one small heart restores a quarter.



Heart Container

Find a Heart Container to increase the maximum amount of health Bomberman can hold.



Lightning Card

Several Lightning Cards are hidden in each area. You can't find them all immediately. Max will help you in big boss battles if you've found enough cards in that world.



BOMB MERGERS

At the beginning of the game, you'll have the Fire Bombs. As the game progresses, you'll find Bomb Merge items that you can mix with Fire Bombs to create special Attribute Bombs.



Fire Bombs

The basic bomb. Pick up any type of bomb with A then hold for a short time to create Big Bombs.



Water Bombs

Find the Water Balloon to create Water Bombs, which can put out fire and work underwater.



Ice Bombs

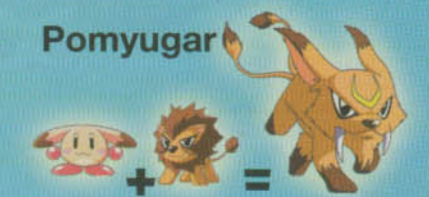
With the Shaved Ice you can make Ice Bombs, which can freeze water.



Wind Bombs

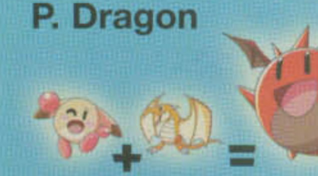
Use the Fan to form Wind Bombs, which have the ability to make leaves float for a short time.

Pomyugar



Pomyugar is the combination of Pommy and Ligon, and it shares the attributes and powers of both its parents. It has both the Electricity and Earth attributes.

P. Dragon



Combine Pommy and Pteradon to create P. Dragon, a Charabom that has both the Electricity and Fire attributes.

TENTASIA

The three worlds covered are all open from the beginning of the game, but you'll want to start with Tentasia to get the benefit of Professor Ein's training. Finish level 1-1, or OctopiWoods, to open Lake Mensor (1-2) and so on. Defeat the last boss in each world to earn a Bomb Element.

Minibaddies 1-1, 1-2




At the end of each level, there's usually a small, unique boss you'll have to beat. The bosses aren't very difficult—they just take patience, good timing and Big Bombs. You'll have to hit the baddies several times to defeat them.

OctoStone, 1-3



Level 1-3 is devoted to the battle with OctoStone. Throw Big Bombs at him or in his path to defeat him. Don't throw bombs at him while he's swinging his ball and chain—they'll just get swept aside.

Bug Big Bad, 1-4



As with the previous boss battles, you should hold your bombs to create Big Bombs, then strike the boss bug when there's an opening. With all the bosses, you'll need to avoid attacks while you charge your bombs.

Purple Daze, 1-5




At the top of the mountain, you'll reach a dirt floor with a crude drawing in its center. Bomb the four doors to stop the flow of purple enemies, then take them out. Use a Big Bomb on the baddie on the rock to finish.

Paon Stadium, 1-6



The elephantesque robot is your toughest customer yet. You have to hit its underside with a bomb blast from the front—otherwise it will just flick your bombs away. If you've collected many of the Lightning Cards hidden in previous worlds, Max will come to your aid when your health is low. Avoid your enemy's charge, cannonball and flop attacks.

MINIGAMES



Locate the portal in 1-1 to play Bomjy Jump, the first minigame. To win Bomjy Jump, you must jump down from high in the air to land on a moving log. Jump as soon as you see a log appear, then slow your descent so you land on the log. Win the game to earn a prize, a Water Balloon.



You'll find another portal in 1-2. Inside, you'll be able to merge the Water Balloon and the Fire Bomb to create the Aqua Bomb. Once you've won a minigame or finished an Item Merge, the portals will disappear. You won't need to go back, anyway.

MAKING FRIENDS



After you meet Andlar, look for Dorako in 1-2. The Full Fire ability that Dorako grants will maximize your bombs' firepower.

Marine Eel's power, Homing, makes your bombs home in on the closest enemy or item that you can blow up. Marine Eel's portal is in 1-5.



OCTO OCEAN

Bomberman makes waves in the underwater environs of Octo Ocean, where fish and bandit swim side by side. You'll find lots of tough new enemies, new friends and a new weapon in the wet world, and best of all, you don't have to swim one stroke!

Grand Fin-ale, 2-1




Drop a bomb on the red button in the fish house's front doorway to stop the flow of fish, then use the bubbles to enter the fenced-off area. The end of the level is just around the corner!

Curreina Fields, 2-3




The sassy, skirt-wearing robot has three guard rockets that create a force field around her and shoot different types of beams and projectiles at you. You may have to bomb her force field before you'll be able to get to her. Dodge her varied attacks and hit her when she's unguarded.

Card Collecting, 2-5



After you have the Ice Bomb, return to the area shown to the left to freeze the water spouts under the boards. You can cross the boards to pick up one of the level's Lightning Cards.

Bigbu Cavity, 2-6




Take out the ship's guns with a well-placed Big Bomb or two, then place a Big Bomb near the single turret atop the ship to destroy it.

Old Shark Claws, 2-6 NP



After the ship sinks, another, tougher ship will appear. Charge up a Big Bomb to stun the boat—it will shudder. When the creature swipes its shark claws toward its mouth, toss a bomb or a Big Bomb into the mouth. You won't do much damage—it will take a while. Avoid the rockets that float and, later, dive-bomb you.

MAKING FRIENDS



The creature with the shell on its head, Kai-man, gives you a Shield that cuts in half the amount of damage an enemy attack will do. You'll find Kai-man very early in 2-1.



You'll come across Ligon's portal in 2-2. Ligon gives you Full Bomb, which lets you place the maximum number of bombs possible without having to earn the right.



Pommy gives you the Remote Controller ability, which lets you detonate bombs whenever you like with the B Button. You'll battle Pommy in 2-5.

MINIGAMES



Use the Sea Saw near the beginning of 2-4 to reach the Moto Bomber minigame. Finish the race in under 25 seconds to earn the Shaved Ice.



In 2-5, you'll find the Merge portal. Add the Shaved Ice to the Fire Bomb to create the Ice Bomb.



TAKO DESERT

The shifting sands of Tako Desert hide some challenging new puzzles, fanciful enemies and several tough bosses. You'll also come across your first chance to merge your Charaboms to create new, more powerful creatures that share the special abilities of both of their ancestors.

Camel Crisis, 3-1



The dromedary duo blocks your exit from Balley Valley. Use Marine Eel's Homing ability to attack the Camels from afar. To avoid their fire, watch the shadows their bombs cast as they near you.

Takos' Coliseum, 3-3





The Eagle Bomber has an alarming number of attacks. Dodge all of his swooping, spinning and bombing attacks, then hit him with a Big Bomb when he's close to the ground and not surrounded by the swirling bright lights that shield him. Remote-controlled bombs work well.

A Maze, 3-5



You have to find all of the green buttons to flatten the platforms so you can continue. Drop through the floor, ride makeshift elevators, and place bombs carefully to navigate the confusing 3-D maze level.

MINIGAMES



Bomber Marathon is found in 3-4. Hit B quickly and repeatedly to run, use the Control Stick to avoid boulders in your path, and drop bombs with A. You'll earn the Fan for your trouble.

Cursed Temple, 3-6



The mummy battle has two parts. Toss a Big Bomb under the gold head when it detaches from its base to make the mummy appear. Attack the creature repeatedly with a Big Bomb when its tentacles are slightly raised off the floor to defeat it. Run around in circles or pause at intervals to avoid its attacks.

MAKING FRIENDS



If you want the Bomb Kick ability, you'll have to rustle up a Stegodon in 3-1. You can kick bombs farther than usual with the power, and you can stop kicked bombs with the Y Button.



Pteradon's portal is near the start of 3-2. It grants you the power to jump when you land on a bomb. You can jump higher with Big Bombs.



Search early in 3-5 for Beast P.'s portal. When it joins your team, it will allow Bomberman to move as fast as he can.

MERGERS



The red-floored area in 3-2 with two stone statues guarding it hides the portal that takes you to the Merge area. If you have Pommy and Ligon, you can make Pomyugar.



Early in 3-4, you'll find another portal that lets you merge Charaboms, this time Pommy and Pteradon. They create P. Dragon, who lets you use Remote Controller and Bomb Jump together.

More at Hand

You must locate three more Bomb Elements in the three worlds you have yet to visit. There are more bombs, Charaboms and bosses, and your next assignment is to infiltrate the Hige Hige Bandits' base!

BATTLE GAME

Up to four players can enjoy the bombing bliss of the Battle Game. You can play your buddies, the CPU or a combination of the two. Five very different modes of play are at your disposal right from the start—you don't have to unlock the Battle Game.

Reversi

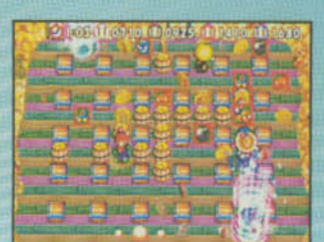
Use your bombs and power-ups to flip tiles on the board to your color. The player who flips the most tiles wins. If you blow up, your tiles will revert to the neutral color.



The bigger your bomb blasts, the easier it is to flip over lots of tiles to your color. Try to pick up the Full Fire power-ups to increase the size of your blast. Be very careful near the end—if you walk into a blast, you will lose most of your tiles.

Coin Battle

Blast objects to reveal coins, then collect the most coins to win. As with other games, you will lose some of your spoils if you are blown up at any point during the match.



Speed is pretty important in the Coin Battle, and caution is always a good idea. Try to trap your opponents in your blast path—when they're blown up they'll drop coins that you can pick up. If you're ahead by a fair number of coins, hide near the end of the round.

Dodge Battle

You don't toss bombs in the Dodge Battle. The bombs are tossed onto the playing field, and your only objective is to stay safe. The last Bomberman standing wins.



Watch the ground. The X's indicate where bombs will land, and the O's show the blast path. Scramble around the small arena to avoid the bombs. Near the end of the match, a veritable deluge of bombs will land on the ground.

Revenge Battle

Ride along the perimeter of the playing field and try to blow up moles in Revenge Battle. Bounce bombs on several moles' heads for more points.



Hold down A and move the Control Stick to aim your cursor, then launch a bomb onto the field. Blast the moles to earn points. Hit the Bonus Switch to send an opponent to the field, where he will be helpless.

ITEMS

Battle Mode shares many items with the Normal Game. In addition, there are many more old-school Bomberman items in Battle Mode. As in the Normal Game, many of the items are cumulative.



Safety Vest

Your Bomberman will blink, indicating that it is immune to any attack, poison or other damage for 16 seconds.

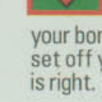


Line Bomb

If you press A right after you drop a bomb, the maximum number of bombs will appear in a line with it.

Super Power Glove

Pick up a bomb and hold it for a short time to turn it into a Dangerous Bomb. You can throw the new bomb with A.

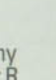


Remote Controller

You can control when your bomb detonates. Press B to set off your bombs when the time is right.

Bomb Kick

Bomberman will kick any bomb he walks into. Hit R or Y to stop the bomb where you want it.



Power Bomb

If you want serious blasting ability, pick up a Power Bomb. Your blast path will be about as long as the area you're in.

Power Glove

When you have the Power Glove, you can pick up a bomb, walk around with it and throw it.



Bouncing Bomb

The light-blue bombs will bounce around the field. The bomb will explode after a short time or if it is kicked or punched.



Punch

Punch allows you to push bombs three blocks away from you. Hit the B Button to punch.



Land Mine

Land Mines can't be seen once they're dropped. Don't step on them!



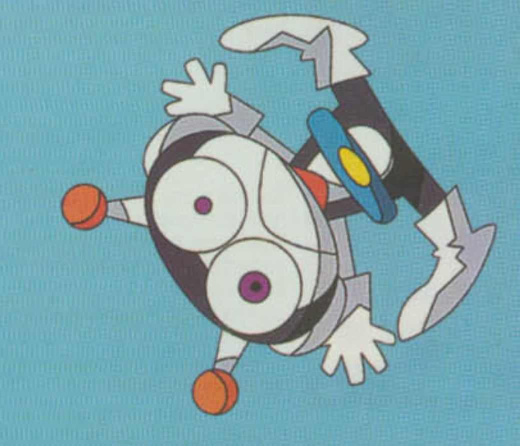
Full Fire

Your bombs will have the maximum firepower when you pick up Full Fire.



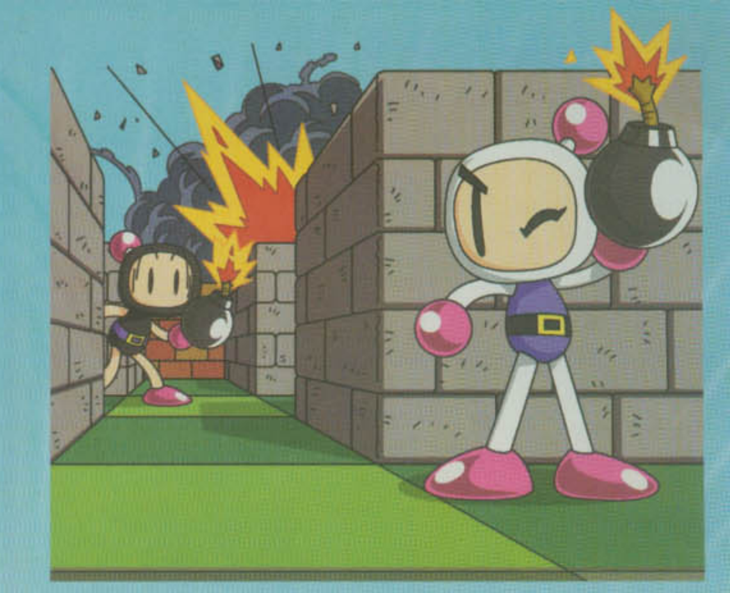
Poison

The Poison item will make you sick! It can affect your movement, your bombs or your controls.



Standard Battle

Standard Battle is the game most like traditional Bomberman multiplayer mode. You set bombs in the playing grid, and if you're clever enough, you'll make your opponents explode. Each player gets only one life. The last player left is the winner.

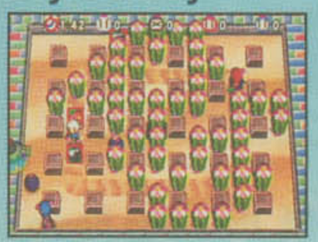


Standard



The basic battlefield has no traps—just lots of blocks and items. Place your bombs carefully and remember to look before you move. Caution is the main factor.

Dry Convey



The conveyor belts add a moving layer of complications to the normal game play. Both players and bombs will move if they land on a conveyor. Hit the switch in the center of the field to reverse the direction of the conveyors.

Turn & Bang



Bombs will change direction if they are kicked over the arrow marks, which could lead to very dangerous results. Try to trap an opponent with a sudden change of direction.

GreenField



GreenField's tall grass grows quickly, and all sorts of things, including bombs, can hide in the greenery. The grass also slows Bomberman down, especially when it's very tall. You can blow up the grass, but it will grow back.

PipeBangs



You can sneak into the pipes to hide from your opponents in PipeBangs, but they can do the same thing. You can also hide bombs inside the pipes. Be very careful around the pipes until the soft blocks are cleared out, or you could be stuck in a very explosive situation.

ColdWarp



Four warps are placed on the chilly playing field. Each is both an entrance and an exit. Enter the top-left warp to emerge top-right, enter top-right to emerge bottom-right, and so on clockwise around the field. Make sure you know where you're going!

SuperBlast



There are no soft blocks to blast in SuperBlast, which makes sense, because every player is fully equipped with items. It's a superpowered free-for-all!

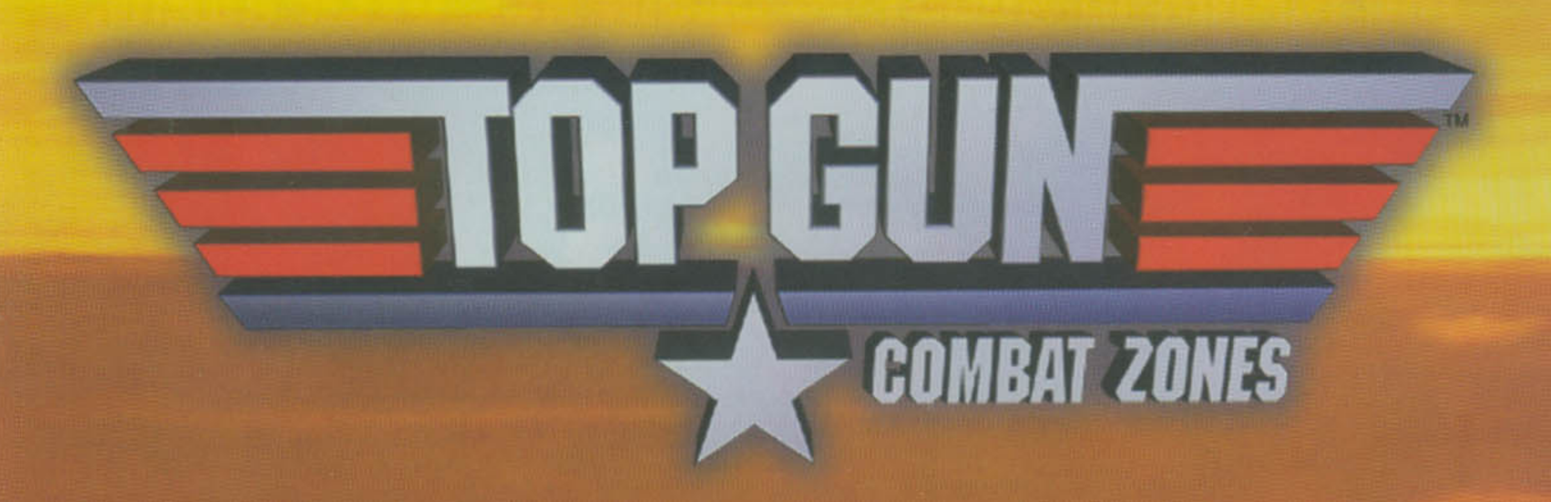
DunkBang



Once you have the Power Glove, you can toss bombs into the hoops to cause a Bouncing Bomb to emerge from the color-coordinated hole in the ground diagonal to each hoop. Use the hoops to surprise your opponents.

EX-CEL-LENT!

Bomberman Generation updates the familiar character with stylish cel-shaded graphics and a 3-D environment yet manages to maintain the great game play the Bomberman series is known for. The game is a blast whether you're following the story or battling with your buds.



Available Now for the PlayStation®2 computer entertainment system





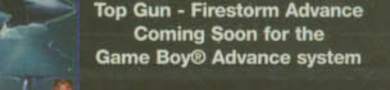
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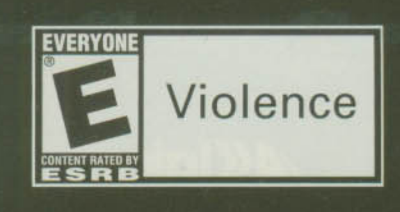




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Top Gun - Firestorm Advance Coming Soon for the Game Boy® Advance system





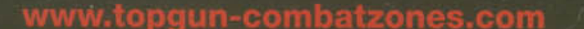
PlayStation®2









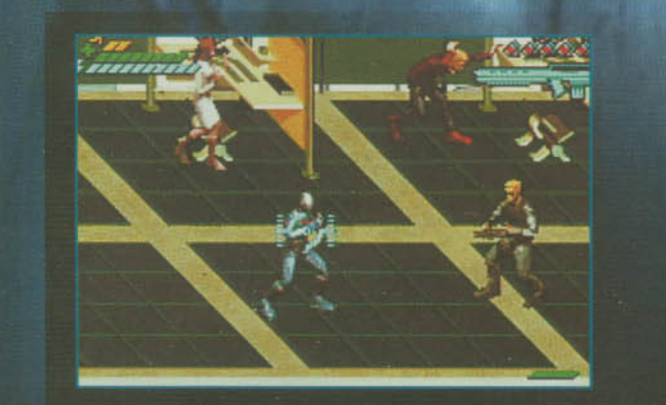


Check out TOP GUN on your internet enabled phone - http://topgun.ngame.com/



STEVEN SPIELBERG'S SCI-FI SUMMER SMASH, BASED ON A STORY BY THE AUTHOR OF BLADE RUNNER AND TOTAL RECALL, HITS THE GBA THIS FALL IN A SIDE-SCROLLING THRILLER FROM ACTIVISION.

MINORITY REPORT™



FUTURE PERFECT

Using psychic technology generated by mutants known as Precogs, Detective John Anderton and his Precrime partners capture criminals before they commit their crimes. The near future of Philip K. Dick's Minority Report, brought to the big screen by Steven Spielberg and Tom Cruise, is one of swift justice and police perfection. The guilty are punished, the innocent are protected and society is served until a corrupt general uses the system to carry out his own criminal agenda. When Anderton learns that he has been accused of a crime that he had no intention of committing, he must run from the forces that he once led and find a way to clear his name. Minority Report for the GBA, from Activision, follows Anderton's plight as he starts as an officer and turns into a fugitive.



Justice is served, then tainted, when a military plot turns on Detective John Anderton. The cop-turned-fugitive must fight through 10 enemy-packed areas to root out the corruption in the system.

FROM COP TO CRIMINAL

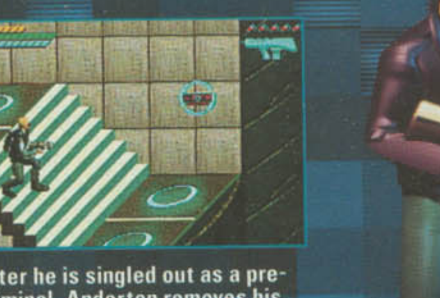
Over the course of the game, Anderton transforms from law enforcer to man on the run. For the game's first two levels, he patrols the streets of Washington D.C., 2054, as the leader of a Precrime unit. When he returns to headquarters, he learns that a new crime will be committed in the next few hours and that he has been identified as the perpetrator.







At the beginning of the game, Anderton patrols the nation's capitol in the gear of the Precrime detective.



After he is singled out as a precriminal, Anderton removes his gear and goes out in search of the villains who have corrupted the system.

EVERYBODY RUNS



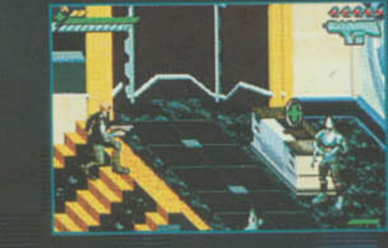
Anderton uses his skills as an officer of the law to run from the law when the system turns against him. He is an athletic runner, a skilled marksman and a highly trained fighter. As you guide Anderton through the adventure, you will run, jump, hide and identify targets, firing on only those who intend to harm Anderton. Midway through the adventure, Anderton will strap on a jetpack and take to the skies as you help him continue his quest to bring the real perpetrators to justice.

TAKE COVER



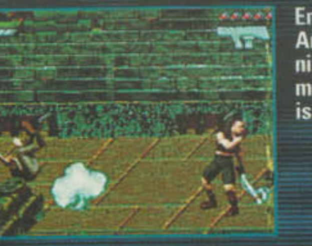
Sometimes enemy forces are too strong and too numerous to face without a little protection. Anderton can diffuse tough situations by taking cover and waiting for his shot.

AIM AND FIRE



Anderton's weapons have a built-in targeting feature that ensure accurate shots. He can cycle through available targets and fire when ready.

RUN AND ROLL



Enemies often surround Anderton, giving him no opportunity to take cover. He can keep moving and roll to ensure that he is a small and swift target.

BLAST OFF



In his pursuit of the officials who have tampered with the Precrime system, Anderton takes to the air with a jetpack. Flying villains and armored vehicles attempt to knock him out of the sky.

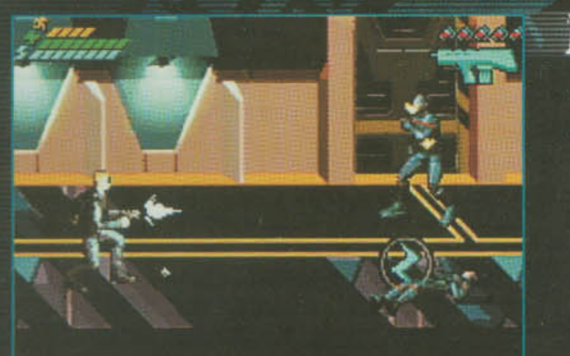
MEAN STREETS

From the Mall City to the Sprawl and from the Precrime Building to the city's sewers and beyond, Anderton will find dangerous alleys, dead ends and a lot of armed villains. The game's levels feature many branching paths and enemies around every corner. Anderton must use obstacles for cover, take the enemies as they come and proceed with caution. Some environments include deadly gaps, moving platforms and security systems that will alert the enemies in the area to Anderton's presence. It's a long and treacherous path to the final fight in the city's military complex.



Minority Report's vision of the future pictures dangerous thugs and patrol robots on the steets and in the buildings of the nation's capitol.

ROBOTS AND RUFFIANS



The military leaders who have tarnished Anderton's good name have sent waves of thugs and villains his way in an effort to stop him from uncovering the truth about the Precogs. They also have an impressive arsenal of robots and vehicles on their side. As you guide Anderton through the enemy-infested areas, you must learn to take on every type of villain and mechanical trap. You can run from some of them, but eventually they'll catch up to you and then you'll have to fight.

SPYDERBOT



The floating fiends with grabbing limbs can hold onto Anderton and hurt him with their deadly grip.

ALARMBOT



When Alarmbots find Anderton, enemies in the area become aware of his presence.

BOMBOT



Bombots scurry toward Anderton when he gets within range, then they explode. Ouch!

HOVERBOT



While they may not look dangerous, the small and swift Hoverbots pack a strong electric punch.

ART FALCONER

Criminal-at-large Art Falconer may or may not play a role in the corruption of the Precogs. Anderton will meet and beat Falconer early in his journey.

GIANT SPYDERBOT

Normal Spyderbots can harm Anderton if they catch him by surprise, and the deadly and unforgiving Giant Spyderbot can cause much more damage.

GENERAL LASSITER

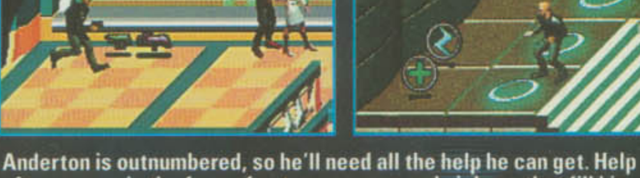
General Lassiter is a man with a dangerous plan. When Anderton uncovers the truth about the system, he brings out the beast in the general.



PUNCH AND POWER

Seven types of weapons and a load of helpful pickups keep Anderton in the fight. Every time he takes out an enemy, he earns Nanites, which recharge his weapons with ammunition. He can also find energizing Health Packs and extra lives. Dead ends and rooms that are off the beaten path are good places to find items.



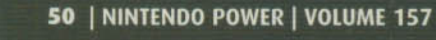


Anderton is outnumbered, so he'll need all the help he can get. Help often comes in the form of extra weapons and pickups that fill his ammunition supply and health meter.

JUSTICE MUST PREVAIL



John Anderton believed in the system. The Precogs predicted who would commit crimes, and Anderton brought the guilty parties in before they could do the deeds. When the system turned on him, though, he learned that he could not believe anything or anyone—not even the predictions of the Precogs. When Minority Report makes its way to Game Boy Advance this fall, you must help Anderton find the officials behind the corruption of the system and expose the real criminals.



MINORITY REPORT

EVERYBODY RUNS







NINTENDO POWER

GO FULL BLAST!

WORMS BLAST

SELECT A CHARACTER

YOUR MISSION:
LAUNCH YOUR WORM MARINE INTO HOSTILE WATERS AND BLAST YOUR WAY TO SURVIVAL. GO HEAD-TO-HEAD WITH A FRIEND IN A BARRAGE OF GAMEPLAY MODES AND MINI-GAMES. PUT YOUR METTLE, REFLEXES, AND BLASTING SKILLS TO THE ULTIMATE TEST!



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GAME BOY ADVANCE

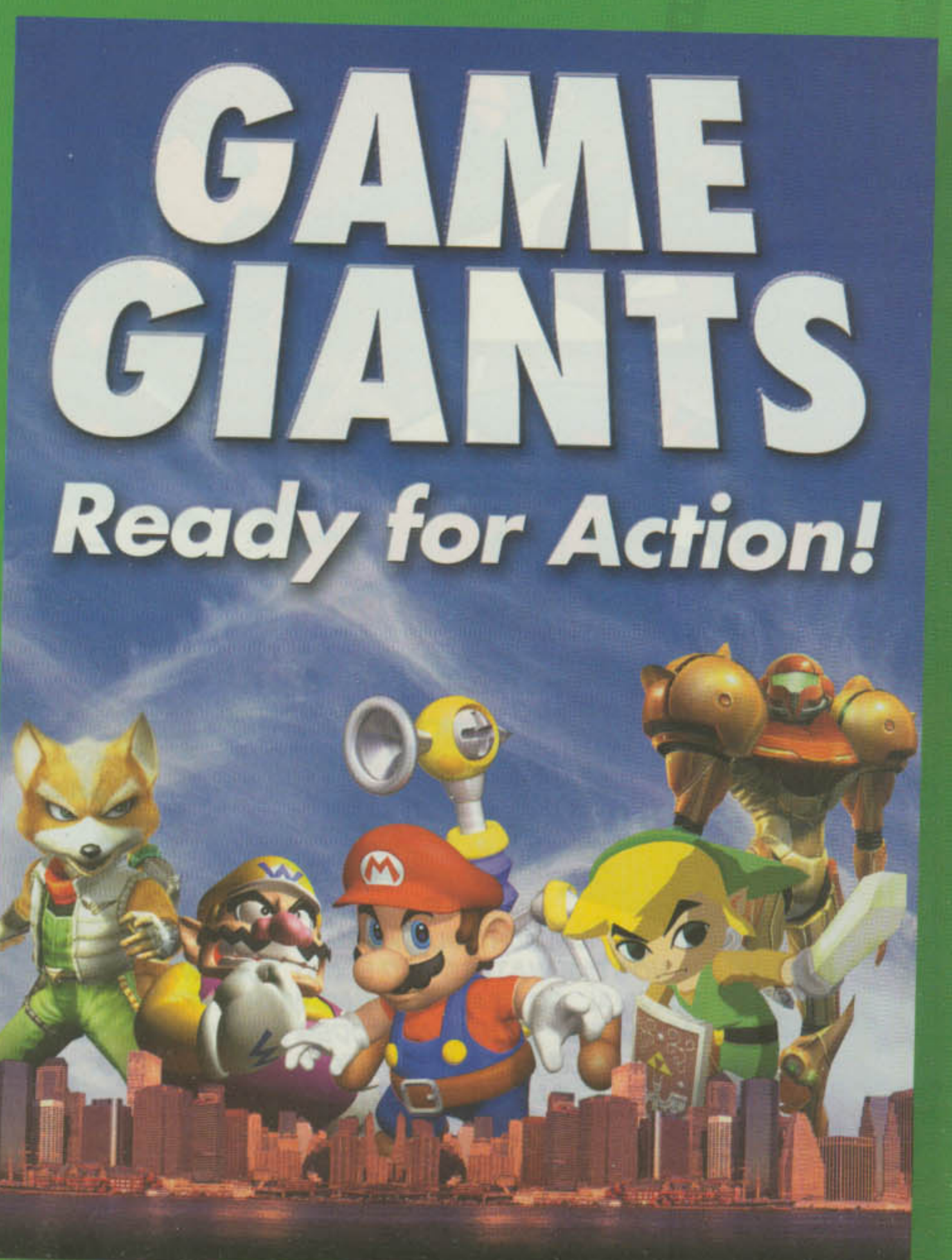


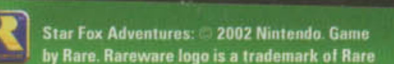
THE FOLLOWING **PREVIEW** HAS BEEN APPROVED FOR
ALL AUDIENCES
BY NINTENDO POWER MAGAZINE

E³ 2002!

ADMIT ONE
Electronic Entertainment Expo

NINTENDO POWER PREVIEWS THE GAMES!




Star Fox Adventures: © 2002 Nintendo. Game by Rare. Rareware logo is a trademark of Rare

The biggest characters and the best games are headed to Nintendo GameCube and Game Boy Advance in 2002. Welcome to the show!

The Electronic Entertainment Expo (E³) in Los Angeles is like a huge movie preview featuring all of the upcoming games for the rest of the year. This year, when the doors of E³ open on May 22nd, Nintendo will greet the masses with a stunning lineup composed of the giants of the video game world: Mario, Link, Samus, Metroid, Wario, Kirby and Fox McCloud. The exclusive franchise characters will appear in Nintendo GameCube titles this summer, fall and winter, but they are just the frosting on a monumental cake that will feature more than 70 new GCN titles and dozens of new Game Boy Advance games from Nintendo and third-party publishers. Nintendo Power's insider preview presents the first peek at the games and other surprises of E³, listing them by their anticipated release dates. We begin with a quick look at cool new technologies then turn to GCN and GBA games and wrap it up with a list of upcoming titles. It's big!

Nintendo Takes L.A.

Nintendo has connections

There are lots of ways to get connected in gaming, and Nintendo is exploring many of them in a single, remarkable game called Animal Crossing. Originally known as Animal Forest when it debuted in Japan, the game places you in a community composed of computer-controlled characters and characters controlled by as many as four human players. Unlike most games, Animal Crossing takes place in real time with an actual clock and calendar. You'll furnish a house, take part in holidays, send letters to friends, collect unique items and plants, help characters with problems and generally make the village a great place to live. The human players take alternating turns, leaving messages for each other and working cooperatively to achieve goals. If you feel the need to expand your horizons, you can save a file on a Memory Card and plug the card into another game to visit another player's village, where you can collect special items. If you connect a Game Boy Advance using the Nintendo GameCube Game Boy Advance Cable, you can visit a remote island, where you'll find exotic items. And that's just the beginning of the special surprises you'll find in Animal Crossing. The North American version of Animal Crossing will debut at E³, and the game will be released in September.





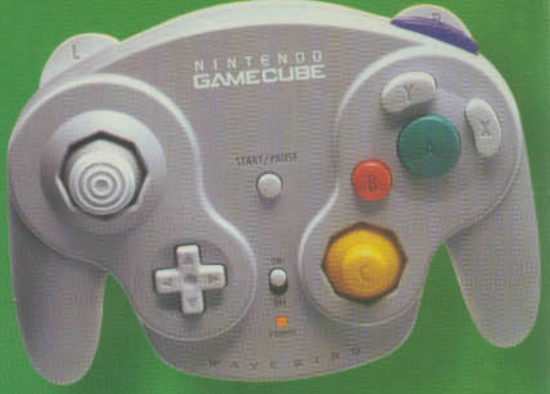
Your Animal Crossing character crosses from the GCN game (top) to a secret island on Game Boy Advance (bottom) using the GCN GBA Cable.



GCN and GBA connectivity

Read all about it!

They may look like simple designs, but the special codes that run along the edges of the e-Reader cards contain powerful computer programs. By running a card through the e-Reader, you can download the information from the card to the GBA. The results are amazing. You can download animated characters, special codes to use in Nintendo GameCube games such as Animal Crossing, or entire games that you'll play on GBA. Card series are planned for Animal Crossing, Game & Watch, Pokémon and other Nintendo franchises. Look for the e-Reader this September.



WaveBird Wireless Controller

Feeling disconnected?

The WaveBird wireless controller will debut at E³ as well. WaveBird gives gamers the freedom to sit anywhere in the room without having to worry about the length of the Controller cord or people tripping over it. The WaveBird features the same control features as the regular GCN Controller except there's no rumble. It's heavy-duty and has a range of 20 feet. Battery life will range from 50 to 100 hours depending on the quality and type of battery used. You can fly away with a WaveBird beginning in June.

More memory for GCN

The GCN Memory Card 251 is the same physical size as the Memory Card 59, but it has the capacity to store more than four times the game data—and it's available right now.



e-Reader and e-Reader card

Summer GCN Releases

The summer of 2002 is heating up and it looks like it will be a scorcher. Not only is the biggest Mario game in history headed to the GCN, a blistering lineup of sports, action, puzzle and other titles are slated to pump up the Nintendo GameCube library from June through August. Many of the hottest games are shown below and on the next page. For a complete list of all anticipated GCN titles, turn to the comprehensive list on page 64 at the end of the preview.

SUPER MARIO SUNSHINE

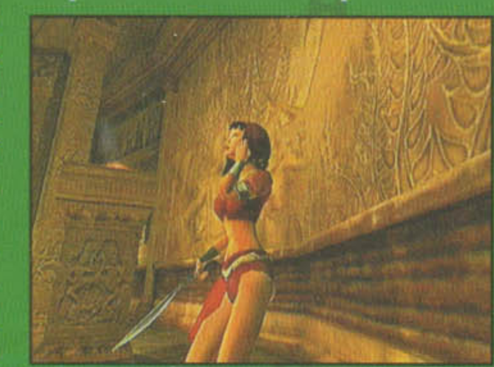
The biggest name in the video game universe makes a triumphant return this August in Super Mario Sunshine for Nintendo GameCube. It's the game that Mario fans and hardcore gamers have been waiting for, as it is the definitive work of Shigeru Miyamoto to date. The game begins as Mario and Princess Peach arrive on an island for a vacation only to find that someone (disguised as Mario) has been polluting the place. The pump on Mario's back is meant to clean up the mess.





What you'll be doing this summer

Madness and mayhem will arrive early in the summer for fans of frightening games in the form of two beautiful but perilous titles. Nintendo's Eternal Darkness: Sanity's Requiem tells a dark tale of powerful forces that have shaped the history of mankind for two thousand years. Players take on the roles of multiple characters through the ages, combating the mysterious forces that, in the end, may drive them insane. Eternal Darkness has received an M rating from the ESRB and will be released in June. The other title, Capcom's magnificent re-creation of Resident Evil, arrives in May. It has also received an M rating from the ESRB. Shinji Mikami, the creator of the Resident Evil series, surpassed his efforts in previous RE games with brilliant graphics, an updated combat system and new story elements. It's a chilling and spectacular exclusive for GCN.



Eternal Darkness: Sanity's Requiem



Resident Evil

Beach blanket bikini ball

Sega's Beach Spikers is an awesome sports game wrapped up, or not so wrapped up, in skimpy bathing suits. The female athletes of Beach Spikers are incredible volleyball players who don't mind how hot the sand gets. They're armored in sunscreen and ready to spike and lob on the beaches of SoCal and around the world. The game features dynamic camera angles, four modes of play, intuitive controls, four-player action and unbelievable graphics guaranteed to make you blush. It's all about fun in the sun—the perfect summer release video game.



Beach Spikers



Disney's Magical Mirror Starring Mickey Mouse
© Disney



NCAA Football 2003

From bandicoots to BMX

Nintendo and other publishers are staying on the job this summer so your vacation will be packed with fun. Young players will find an engaging adventure with Disney's Magical Mirror Starring Mickey Mouse for Nintendo GameCube. The colorful world of Mickey Mouse will come to life with amazing 3-D animation. Jimmy Neutron: Boy Genius from THQ and Cubix Showdown from 3DO are also headed to GCN during the summer months. Puzzle fans may not venture outside once ZooCube and Tetris Worlds reach them in July and August respectively. EA Sports is truly in the game with the brilliant NCAA Football 2003, which features scores of collegiate teams, marching bands and great gridiron action. NASCAR Thunder 2003 will get the green light by the end of the summer for fans of speed. Extreme two-wheelers can look forward to MX Superfly and Gravity Games Bike: Street. Vert. Dirt for busting out cool moves. WrestleMania X8 is a GCN exclusive, perfect for tag-teaming with multiple players, and Crash is set to make his GCN debut, chasing Dr. Neo Cortex forward, backward and sideways in Crash Bandicoot: The Wrath of Cortex. The Scorpion King: Rise of an Akkadian will be ready to lead an army of skeleton warriors on GCN just a few months after the release of the movie, and Top Gun is taking to the skies two decades after it first appeared on the silver screen. Many more titles are scheduled for release in the endless gaming summer.



Crash Bandicoot: The Wrath of Cortex



GAMES FROM TOP TO BOTTOM
Jimmy Neutron: Boy Genius
Madden NFL 2003
The Scorpion King
MX Superfly
Top Gun: Combat Zones
Bomberman Generation
ZooCube
F1 2002

Fall GCN Releases

Although some people think fall is the time to return to school or work, we know better. It's the time when many of the best games of the year start arriving at the store. This year's bumper crop of hits will be harvested in September, October and early November, led by amazing adventures from fantastic locales like Dinosaur Planet, the Imperial capital on Coruscant and the shadowy world of Gotham City. You'll fall in love with them all.

STAR FOX ADVENTURES

Fox McCloud steps out of the cockpit for the first time in Rare's epic adventure. At the edge of the Lylat system, a planet has been ravaged by the forces of General Scales. Fox McCloud is sent to restore order to the primitive world that has been literally torn apart. Using weapons, magic, his Arwing and the help of Prince Tricky, Fox will face the challenge of his career. Star Fox Adventures arrives in September for GCN. It may be the most expansive game of the season.





Make time to party

October used to be the time to carve a pumpkin and gobble candy. This year there will be something sweeter to sink your teeth into. Mario Party 4, Super Monkey Ball 2 and TimeSplitters 2 will offer friends and foes alike some of the sweetest treats in video game history. Mario Party 4 has 50 new minigames, Super Monkey Ball 2 has all-new challenges and TimeSplitters 2 is like GoldenEye bulked up and ready to rule.



Mario Party 4



Super Monkey Ball 2



TimeSplitters 2

Godzilla is coming!

Tanks are rolling in the streets, citizens screaming, helicopters roaring overhead. A building collapses and suddenly there they are—Godzilla and some other giant mutant blasting each other with particle rays and swiping each other with tails that can flatten buildings. Infogrames is bringing monster battles to GCN this fall, and from our hands-on trials, we can tell you that it's a blast.



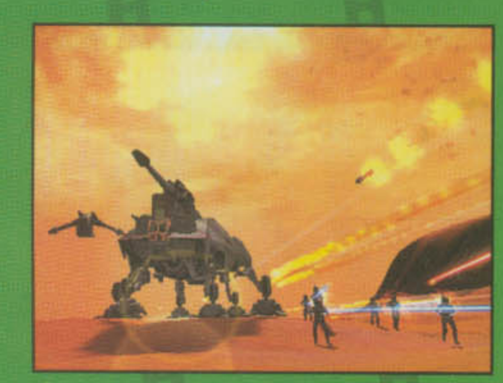
Godzilla: Destroy All Monsters Melee

From far, far away . . .

It just keeps getting better. Two *Star Wars* games will touch down for GCN. *Star Wars*: Bounty Hunter introduces Jango Fett and *Star Wars*: The Clone Wars invites players to become Jedi Knights and control 40 combat units.



Star Wars: Bounty Hunter



Star Wars: The Clone Wars

And Batman, too

Kemco's Batman: Dark Tomorrow will swoop onto the scene in early November, just in time to beat the holiday rush. The story was created by DC Comics, and the game features amazing graphics and Batman's cool, gadget-filled utility belt.

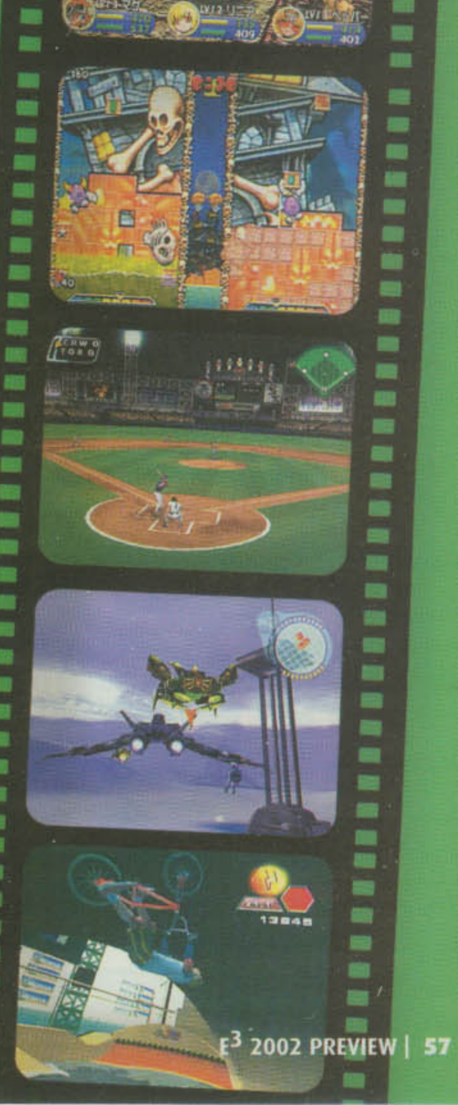


Batman: Dark Tomorrow

You might think that would be enough, but hold on. Vexx, Turok: Evolution, BloodRayne, Robotech, Rayman 3, Pac-Man Fever, Cubix Showdown, X-Men: Next Dimension, Barbarian, Toxic Grind, Defender, The Powerpuff Girls, Black & Bruised, Egg Mania: Eggstreme Madness, MLB Slugfest 20-03, Evolution Worlds, Resident Evil Zero and Capcom vs. SNK2 EO are also heading your way to GCN this fall. It's an amazing lineup for one gaming console. And, the fact is, even more games that just weren't ready to show at E3 will arrive in the fall. If you still haven't had your fill, turn the page for a feast of holiday releases.



X-Men: Next Dimension



GAMES FROM TOP TO BOTTOM
Turok: Evolution
Barbarian
Robotech: Battle Cry
Evolution Worlds
Egg Mania: Eggstreme Madness
MLB Slugfest 20-03
Defender
Toxic Grind

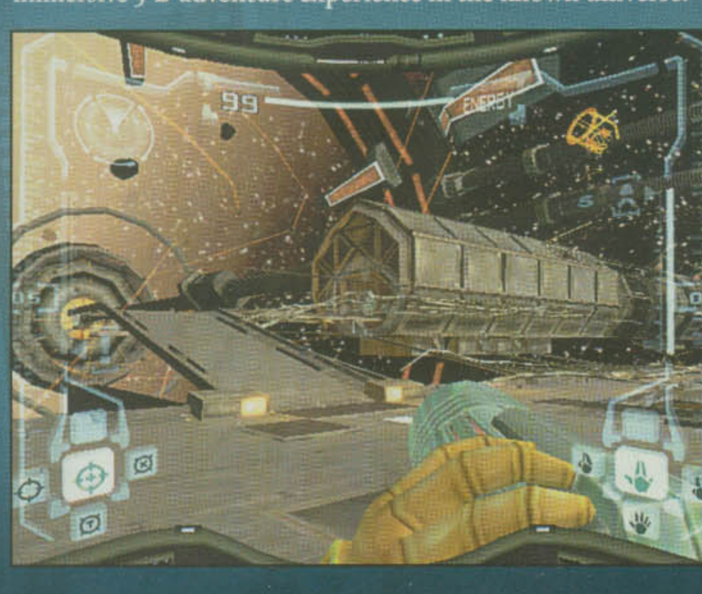


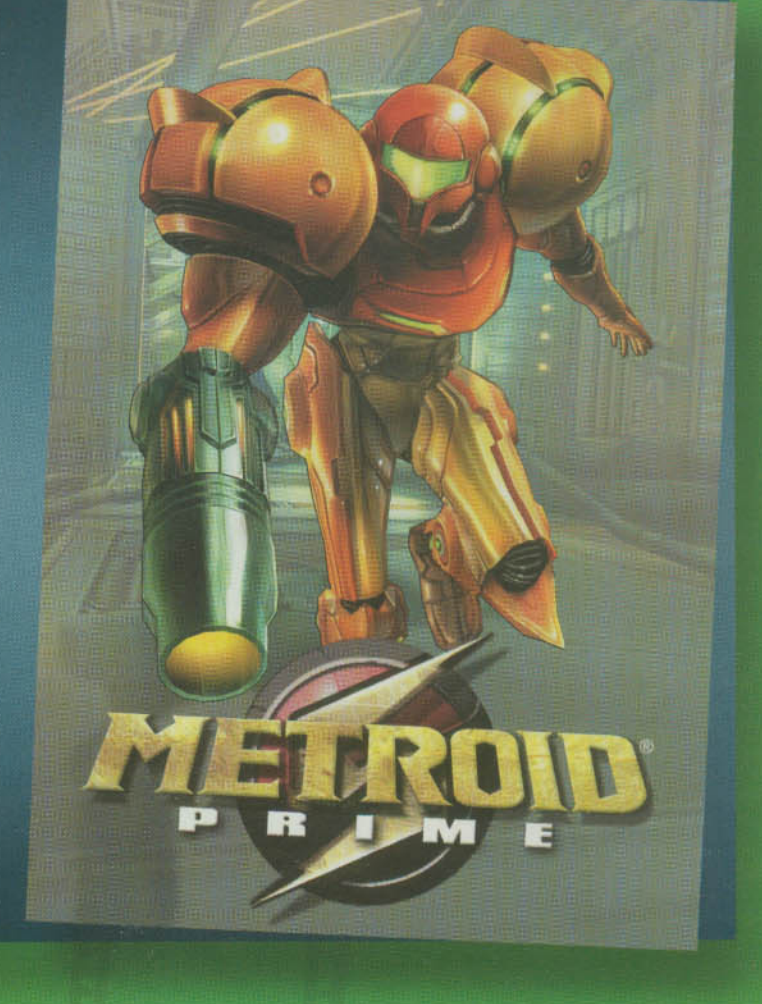
Holiday GCN Releases

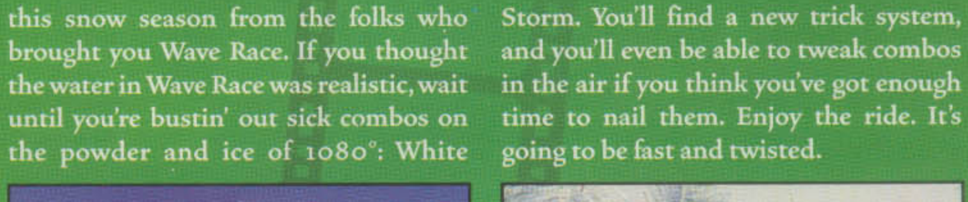
Every year, many of the best titles are kept in the wings until the busy holiday shopping season begins in late November. This year's giftgivers will find some of the most amazing games ever for Nintendo GameCube. Of course, the farther into the future we peer, the fewer screen shots we have to show you and the more tentative the release dates for the games become. Even so, the lineup for November and December 2002 is enough to make you salivate.

METROID PRIME

Perhaps the most widely anticipated game for the GCN so far is Metroid Prime. Stepping into the role of bounty hunter Samus Aran, players will peer through a newly created visor system on their mission to stop the Space Pirates. You'll meet old enemies, such as Ridley and Kraid, and visit Chozo ruins. Metroid steps beyond the limits of sci-fi action to deliver the most immersive 3-D adventure experience in the known universe.







A winter storm warning

If you guessed that Ryota Hayami in Wave Race: Blue Storm was really a snowboarder at heart, you win a prize. The prize is 1080°: White Storm, coming this snow season from the folks who brought you Wave Race. If you thought the water in Wave Race was realistic, wait until you're bustin' out sick combos on the powder and ice of 1080°: White Storm. You'll find a new trick system, and you'll even be able to tweak combos in the air if you think you've got enough time to nail them. Enjoy the ride. It's going to be fast and twisted.







Wario scores a hat trick

Surprise! Wario World for Nintendo GameCube is coming to you this fall. Nintendo has kept the Wario adventure secret for months, but the cat's finally about to jump out of the bag at E3. Mario's greedy rival and the hero of several classic Game Boy games of his own, Wario enters the big time in an action-packed platformer.





And one game to rule them . . .

For fantasy and RPG fans, the future holds tremendous promise. No game promises more than EA's The Lord of the Rings for Nintendo GameCube. We have only preliminary screen shots, but they are as stunning as pictures from New Line Cinema's Oscar-winning movie. The troll in Moria, seen here in the game, looks almost identical to the movie troll.



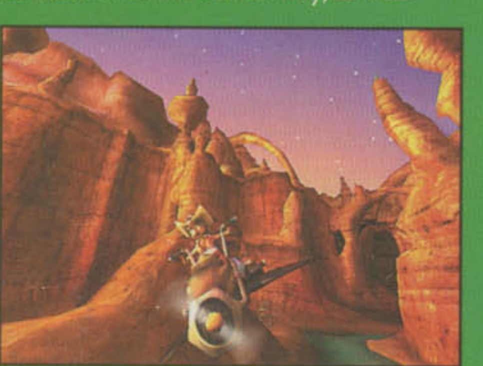
The Lord of the Rings

What a bunch of characters

A full cast of wonderful character-based games is scheduled to reach Nintendo GameCube by the end of the year. Leading the list is Harry Potter and the Chamber of Secrets. The young wizard's first trip to GCN mirrors the second book and movie and will be released simultaneously with the movie. Power had a secret look at the game and learned that the third-person adventure will have connective features with the upcoming GBA title of the same name. (Stay tuned for the first Harry Potter screen shots.) EA Games also has a sassy new hero named Ty the Tasmanian Tiger in a GCN action romp that takes place in Australia. Sega's Phantasy Star Online is packed with new features, like the split-screen adventure mode for four epic battlers. Freaky Flyers, Dr. Muto, NBA Ballers and the next bout in the Mortal Kombat war are also scheduled to arrive before the year ends. THQ's Rugrats and Rocket Power are on the way, as well.



Ty the Tasmanian Tiger



Freaky Flyers



GAMES FROM TOP TO BOTTOM
Dr. Muto
NBA Ballers
Mortal Kombat: Deadly Alliance
Rugrats Royal Ransom
Whirl Tour
Phantasy Star Online v.2
Dragon's Lair 3-D
Rocket Power: Beach Bandits

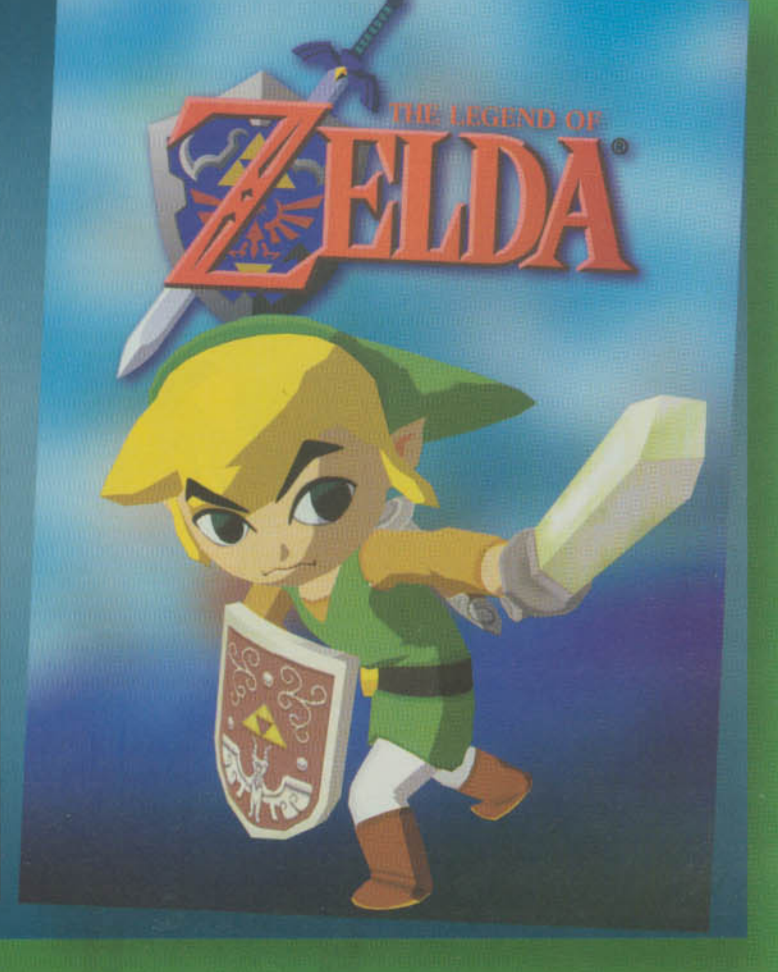
Future GCN Releases

Now that you've seen what lies ahead in 2002, why don't we take a look at 2003? The hits don't stop coming just because the calendar flips over. In fact, the biggest hit of all is likely to be released in the first quarter of the new year. The Legend of Zelda for Nintendo GameCube takes a bold new direction. But Link is just the first of many heroes, new or old, to step up to the GCN. Below is a taste of just a few of the games you'll likely be playing in 2003. Many more are on the way.

THE LEGEND OF ZELDA

Although Japan will see The Legend of Zelda by the end of the year, North American Zelda fans will most likely have to wait a few extra months. Link's new adventure begins on an island where his sister is kidnapped by a giant bird. Our Hylian hero sails off to rescue her and finds himself in the middle of the greatest adventure of his life. The animé style of the graphics shows reactions and emotion like never before. You'll see expressions change as characters laugh, cry and show anger or surprise.





Wolvie's on a great adventure

Activision has plenty of superhero thrills planned for 2003. The mutant ball gets rolling with X-Men: Wolverine's Revenge for Nintendo GameCube in the spring. Wolvie will slash his way toward justice and mutant rights for all in the 3-D adventure. X-Men: Next Dimension, due this fall, is more of a traditional fighting game. Our sources at Activision tell us that even more Marvel comic book action is on the way to GCN in 2003.







Tom Clancy is in the shadows

Tom Clancy, the master of espionage and counterterrorist fiction, is putting his stamp on an upcoming thriller from Ubi Soft. Splinter Cell is a third-person, mission-oriented game in which players take on the role of stealthy superagent Sam Fisher, who is trained to infiltrate high-security installations, retrieve vital intelligence and neutralize the enemy. The screen shots are from early development, but if previous Clancy games, such as Rainbow Six, are anything to go by, it's going to be a fantastic counter-op.





C'est cool

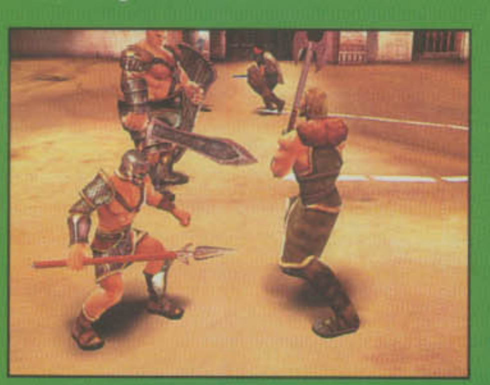
Ubi Soft explores the world of French comics with a game based on the XIII series. Don't feel bad if you haven't heard of it—that won't last. Featuring cel-shaded graphics and a story full of intrigue, the shooter is sure to catch your eye when it's released next year.



XIII

Let them live!

Imperia, like ancient Rome, is a city where life is held cheap. Gladiators fight in brutal competitions for the pleasure of the emperor. LucasArts takes a decidedly dark turn with Gladius for GCN. Described as a dynamic combat RPG, Gladius puts you in the position of running a gladiator school and fighting in the arena for your own survival. Gladius is set for a spring 2003 release.



Gladius

Looking beyond E³

Our look into the distant future, even with all the resources of Nintendo at our disposal, is limited by several factors. For instance, there will be announcements made at E³ that we can't make until the July issue of NP. Other games, such as Harvest Moon, weren't scheduled to be playable at the show but were slated to show up in video clips. In that category we also find a treasure trove of games from Infogrames: Backyard Football, Big Air Freestyle, Dungeons and Dragons Heroes, Mission Impossible—Operations Surma, Monopoly Party, Risk, Taz: Wanted and more, many of which may be released by the end of this year. In addition to the games in the article, there are always surprises, and we'll bring you all the breaking news next month.



GAMES FROM TOP TO BOTTOM
Doshin the Giant
Butt Ugly Martians
The Hobbit
Army Men: Sarge's War
Cubix Robots for Everyone: Scramble
Harvest Moon: A Beautiful Life
The Legend of Zelda
XIII

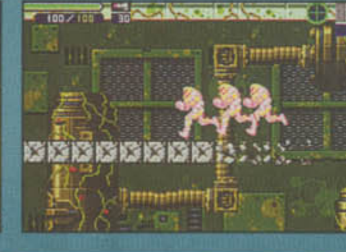
2002 GBA Releases

If you're not exhausted from checking out all the previews for Nintendo GameCube, how about blowing your mind with an exclusive look at the most ambitious Game Boy Advance lineup ever? GBA fans have just as much to look forward to in the final six months of the year as GCN fans. Topping our list of mega games are Metroid, the first Zelda game for GBA, a new Mario game and plenty of other surprises. Hang on for one more wild ride.

METROID FUSION

Metroid Fusion, in development by the original Metroid team, brings Samus Aran to GBA for the most intense action-adventure yet for the handheld console. Fans of the series will recognize the traditional side-scrolling levels in the stunning screen shots we've gathered. The plot revolves around a parasitic life-form known simply as X that infects Samus. She gains the ability to battle X after taking the Metroid Vaccine. It seems that Samus alone can save the galaxy from the dire threat of X.











GBA links to the past

Link's appearance in a GBA game may be the biggest surprise of the show. The Legend of Zelda GBA will be released this winter, but a quick look at some of the screen shots will show you something quite curious. Are those four Links in the picture? The answer is yes. In a special multiplayer quest, two to four players can join in the fun. In the Four Swords Mode, players cooperate in multiple dungeons while competing to earn more Rupees than the others. The single-player adventure is the classic version of A Link to the Past that was released for the Super NES. Didn't those trees look sort of familiar? We'll have more on this welcome surprise very soon in an upcoming issue of Nintendo Power.







Yoshi and other golden tidings

Mario and Yoshi are teaming up again in Yoshi's Island: Super Mario Advance 3. The updated version of the classic Super NES game features Yoshi, who must carry Baby Mario through six worlds. If you get hit, Baby Mario will fall off and start wailing until you pick him up. The catch is that there is a time limit. The sight of Golden Sun: The Lost Age for GBA will just make epic fans cry for joy as Isaac and his friends regroup for a second adventure following the events of the first Golden Sun. As for Disney's Magical Quest Starring Mickey and Minnie, old-timers may recall a brilliant action game on Super NES. The platformer returns with a number of updates, including a multiplayer mode and your choice of using either of two main characters—Mickey or Minnie.



Yoshi's Island: Super Mario World 3



Golden Sun: The Lost Age



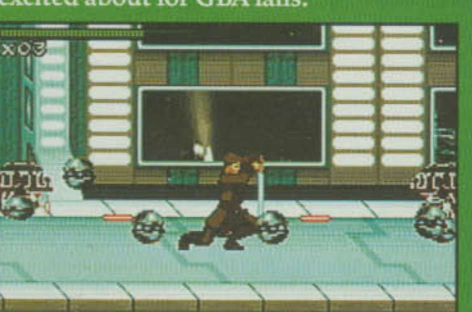
Disney's Magical Quest Starring Mickey & Minnie

Even more game goodness for GBA

THQ is definitely on a roll—Pinball of the Dead is coming this summer and Super Monkey Ball for GBA rolls out this fall along with Virtua Tennis, *Star Wars* Episode II: Attack of the Clones and a tidal wave of Nickelodeon-licensed games. BAM! has two new shooters while Conspiracy is ready to reveal Pinky & the Brain, Creatures and two Tiny Toons games. Capcom has a great lineup headed by Super Ghouls 'n Ghosts, Mega Man Zero and Street Fighter Alpha 3. Duke Nukem will storm the handheld world, and Frogger will become an action hero. Natsume has all sorts of RPGs while Telegames has an awesome collection of board games in Ultimate Brain Games and a funny action title called Urban Yeti! Worms Blast and Worms World Party will open a new can of, well, worms, and Crazy Chase from Kemco joins Egg Mania, Woody Woodpecker and a new take on Boulder Dash. With Aero the Acrobat, Walt Disney's The Jungle Book, Harry Potter and the Chamber of Secrets, Castlevania: Harmony of Dissonance, Kururin Paradise and a new Kirby title, there's a lot to get excited about for GBA fans.



Super Monkey Ball



Star Wars Episode II: Attack of the Clones

GAMES FROM TOP TO BOTTOM
Cubix Robots for Everyone: Showdown
Pinky & the Brain
A Sound of Thunder
Lilo and Stitch
Tiger Woods PGA Tour Golf
Mega Man Zero
Ultimate Brain Games
Boulder Dash EX
Aero the Acrobat

All the Games of E³

The list of GCN and GBA games is arranged by projected release dates. Since many of the titles are still in development, the release dates—and game names—are tentative. Nintendo Power will keep you posted as release dates change over the next six months. And don't be surprised if lots of new games show up.

SUMMER GAMES

Aggressive Inline—Acclaim
Beach Spikers—Sega
Bomberman Generation—Majesco
Crash Bandicoot: The Wrath of Cortex—Universal
Cubix Robots for Everyone: Showdown—3DO
Disney's Magical Mirror Starring Mickey Mouse—Nintendo
Eternal Darkness: Sanity's Requiem—Nintendo
F1 2002—EA Sports
Gravity Games Bike: Street. Vert. Dirt.—Midway
Jimmy Neutron: Boy Genius—THQ
Kelly Slater's Pro Surfer—Activision
Madden NFL 2003—EA Sports
MX Superfly—THQ
NASCAR Thunder 2003—EA Sports
NCAA Football 2003—EA Sports
Resident Evil—Capcom
RedCard 20-03—Midway
The Scorpion King: Rise of an Akkadian—Universal
Smuggler's Run: War Zone—Rockstar Games
Super Mario Sunshine—Nintendo
Tetris Worlds—THQ
Top Gun: Combat Zones—Titus
UFC Throwdown—Crave Entertainment
Worms Blast—Ubi Soft
WrestleMania X8—THQ
ZooCube—Acclaim
Aero the Acrobat—Metro 3D
All-Star Baseball 2003—Acclaim
An American Tail: Fievel's Gold Rush—Conspiracy Entertainment
Backyard Football—Infogrames
Boulder Dash EX—Kemco
Castlevania: Harmony of Dissonance—Konami
Creatures—Conspiracy Entertainment
Disney's Magical Quest Starring Mickey and Minnie—Nintendo
Driver 2—Infogrames
Duke Nukem—Rockstar Games
Fire Pro Wrestling 2—BAM! Entertainment
Frogger: The Great Quest—Konami
Hey, Arnold! The Movie—THQ
Kelly Slater's Pro Surfer—Activision
The Land Before Time—Conspiracy Entertainment
LEGO Soccer Mania—LEGO/Electronic Arts
Lilo and Stitch—Disney Interactive
Mat Hoffman's Pro BMX 2—Activision
Medabots AX: Metabee and Rokusho Versions—Natsume
Mega Man Zero—Capcom
Pinball of the Dead—THQ
Punch King—Acclaim
Scooby-Doo! The Movie—THQ
Soccer Kid—Telegames
SpyHunter—Midway
Star Wars Episode II: Attack of the Clones—THQ
Street Fighter 3 Alpha—Capcom
Stuart Little 2—Activision
Super Ghouls 'n Ghosts—Capcom
Tiger Woods PGA Tour Golf—Destination Software
Tiny Toon Adventures: Scary Dreams—Conspiracy Entertainment
Top Gun: Firestorm Advance—Titus
Treasure Planet—Disney Interactive
Urban Yeti—Telegames
Virtua Tennis—THQ
Walt Disney's The Jungle Book—Ubi Soft
Wizardry Summoner—Natsume
Woody Woodpecker in Crazy Castle 5—Kemco
WTA Tour Tennis—Konami
Yu-Gi-Oh! Dungeon Dice Monsters Advance—Konami
ZooCube—Acclaim

FALL GAMES

Animal Crossing—Nintendo
Backyard Football—Infogrames
Barbarian—Titus
Batman: Dark Tomorrow—Kemco
Big Air Freestyle—Infogrames
Black & Bruised—Majesco
BloodRayne—Majesco
Defender—Midway
Disney's Mickey Party—EA Games
Egg Mania: Eggstreme Madness—Kemco
Evolution Skateboarding—Konami
Evolutions Worlds—Ubi Soft
Godzilla: Destroy All Monsters Melee—Infogrames
Hidden Invasion—Conspiracy Entertainment
Hot Wheels: Velocity X—THQ
Immortal Warrior—Conspiracy Entertainment
Mace Griffin: Bounty Hunter—Crave Entertainment
Mario Party 4—Nintendo
Minority Report—Activision
MLB Slugfest 20-03—Midway
Mortal Kombat: Deadly Alliance—Midway
Mystic Heroes—Koei
NASCAR Heat 2—Infogrames
NBA Ballers—Midway
Need for Speed: Hot Pursuit 2—EA Games
NFL Blitz 20-03—Midway
NHL Hitz 20-03—Midway
Pac-Man Fever—Namco
Rally Fusion: Race of Champions—Activision
Rayman 3: Hoodlum Havoc—Ubi Soft
Resident Evil Zero—Capcom
Robotech: Battle Cry—TDK
Rocket Power: Beach Bandits—THQ
Rugrats Royal Ransom—THQ
Scooby-Doo! Night of 100 Frights—THQ
Star Fox Adventures—Nintendo
Star Wars: Bounty Hunter—LucasArts Entertainment
Star Wars: The Clone Wars—LucasArts Entertainment
Super Monkey Ball 2—Sega
Taz: Wanted—Infogrames
TimeSplitters 2—Eidos
Toxic Grind—THQ
Turok: Evolution—Acclaim
Vexx—Acclaim
Whirl Tour—Crave Entertainment
WTA Tour Tennis—Konami
X-Men: Next Dimension—Activision
A Sound of Thunder—BAM! Entertainment
Airforce Delta Storm—Konami
Crazy Chase—Kemco
Cubix Robots for Everyone: Showdown—3DO
Ecks vs. Sever 2—BAM! Entertainment
Egg Mania—Kemco
Evolution Skateboarding—Konami
Frogger Classic—Konami
Hot Wheels—THQ
Medal of Honor—Destination Software
Minority Report—Activision
Mortal Kombat: Deadly Alliance—Midway
NFL Blitz 20-03—Midway
Pinky & the Brain: The Master Plan—Conspiracy Entertainment
Power Rangers Wild Force—THQ
Reign of Fire—BAM! Entertainment
Robotech: The Macross Saga—TDK
Rocket Power: Beach Bandits—THQ
Rugrats I Gotta Go Party—THQ
Samurai Jack—BAM! Entertainment
Spy Kids 2: Island of Lost Dreams—Disney Interactive
Spyro 2: Season of Flame—Universal Interactive
Super Monkey Ball—THQ
Tiny Toon Adventures: Wacky Stackers—Conspiracy Entertainment
Ultimate Brain Games—Telegames
Wild Thornberrys: The Movie—THQ
Worms World Party—Ubi Soft
Yoshi's Island: Super Mario Advance 3—Nintendo
Yu-Gi-Oh! The Immortal Duelist Soul—Konami

HOLIDAY GAMES

Dave Mirra Freestyle BMX 3—Acclaim
Dragon's Lair 3D—Encore
Dr. Muto—Midway
Dungeons and Dragons Heroes—Infogrames
Evolution Snowboarding—Konami
Freaky Flyers—Midway
Frogger Classic—Konami
Harry Potter and the Chamber of Secrets—EA Games
The Lord of the Rings—EA Games
Metroid Prime—Nintendo
Mission: Impossible—Operation Surma—Infogrames
Monopoly Party—Infogrames
Monsters, Inc.—THQ
Nickelodeon Party Blast—Infogrames
Resident Evil 2—Capcom
Risk—Infogrames
Shaun Murray's Pro Wakeboarder—Activision
Ty the Tasmanian Tiger—EA Games
Wario World—Nintendo
Zapper—Infogrames
Contra Advance—Konami
Harry Potter and the Chamber of Secrets—EA Games
Kirby GBA—Nintendo
The Legend of Zelda GBA—Nintendo
Lord of the Rings, Part 1—Universal Interactive
Metroid Fusion—Nintendo
Mission: Impossible—Operation Surma—Infogrames
Nickelodeon Party Blast—Infogrames
SpongeBob Squarepants: Revenge of the Flying Dutchman—THQ
Zapper—Infogrames

FUTURE GAMES

1080°: White Storm—Nintendo
Army Men: Sarge's War—3DO
Butt Ugly Martians—Universal
Capcom vs. SNK2 EO—Capcom
Crouching Tiger, Hidden Dragon—Ubi Soft
Cubix Robots for Everyone: Scramble—3DO
Freestyle—EA Games
F-Zero—Nintendo
Galleon: Islands of Mystery—Interplay
Gladius—LucasArts Entertainment
Harvest Moon: A Beautiful Life—Natsume
The Hobbit—Sierra Entertainment
The Legend of Zelda—Nintendo
Namco Museum—Namco
Phantasy Star Online v.2—Sega
The Powerpuff Girls—BAM! Entertainment
Reign of Fire—BAM! Entertainment
Resident Evil 3—Capcom
Tom Clancy's Splinter Cell—Ubi Soft
XIII—Ubi Soft
X-Men: Wolverine's Revenge—Activision
Custom Robo GX—Nintendo
Game & Watch Gallery 4—Nintendo
Golden Sun: The Lost Age—Nintendo
Kururin Paradise—Nintendo
Shaun Murray's Pro Wakeboarder—Activision
X-Men: Wolverine's Revenge—Activision

Nintendo GameCube titles in white
Game Boy Advance titles in yellow



Kristopher,
Wal-Mart Customer

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Nintendo



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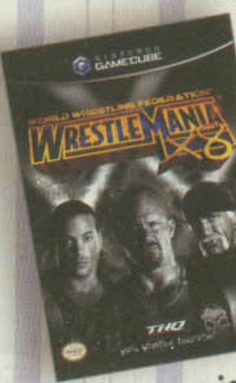
Legends of Wrestling™
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ROLLBACK
Was $34.86
Nintendo GameCube™ Controllers:
Jet, Indigo, Indigo/Clear, Spice
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PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

DIGIPEN'S PROJECT: FUN

DESIGN, DEVELOP AND CREATE YOUR OWN VIDEO GAMES!

HAVE SOME FUN!

The DigiPen Institute of Technology is about to launch an amazing online club for anyone with the desire to make games! Project: FUN, which makes its debut this July, gives members access to loads of instruction and a community where members can exchange ideas and projects. As a Nintendo Power subscriber, you'll have the opportunity to join Project: FUN from the very beginning with a special Nintendo Power subscriber offer! More information on Project: FUN is available now on the DigiPen website at www.digipen.edu.

Next month, we'll give you an in-depth look at the online club, along with details about how you can join. In the coming months, we'll keep you up-to-date with the club and offer exclusive Nintendo Power Project: FUN projects in a brand-new column called Fundamentals! In the meantime, check out some Fun projects made by DigiPen students.

Side-scrolling shooter Bobo challenges you to navigate a galaxy of crazy enemies and obstacles with a rocket-powered robot.



Creative action game Cow Abduction challenges you to pilot an alien ship and pick up stray bovines with a beam.



Hackey Sack is a simulation of the ball-kicking sunny day pastime. You must keep the ball in the air or suffer disastrous consequences.



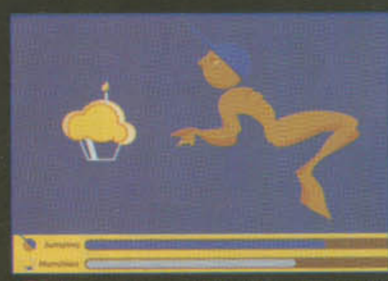
Rack 'em up and knock 'em down with Pool Fun, a pool game that uses realistic physics, collisions and sound effects.

TURN YOUR IDEAS INTO REAL GAMES

The Project: FUN software will allow you to make games from scratch, complete with title screens, sounds and more!



1 Every project starts with the creation of individual elements, such as the plumbing-themed background of a cricket game in development.



2 Characters and interface elements are created separately from the background. Then the programming fun really begins.

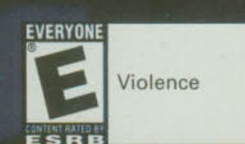


3 After all of the elements are in and game conditions are defined, the project comes together for play-testing and fine-tuning.

WATCH FOR MORE INFORMATION IN THE JULY ISSUE OF NINTENDO POWER!

SPIDER-MAN™

Activision's stunning superhero video game flips and thwips its way to new heights as it soars to Nintendo GameCube. Fans of the blockbuster can see the reel deal as they fight the Green Goblin. And fans of the Marvel comic series will be glad to web up some classic villains who don't costar in the movie but do crash the game. That's a lot of crime to bust, so suit up and websling your way through the mayhem with Spidey strategies.



CAUGHT IN A WEB OF EVIL

Anyone who hasn't been hiding under a rock this year knows that Spider-Man is finally getting his first break in movies. So is the Green Goblin, who pursues Spidey into the video game version of the movie. He shares top villain billing with the Shocker and others in subplots that keep Spider-Man on his toes. Thugs and robots included, it's hundreds against one tireless hero—the usual odds for Spidey.







TRAINING FOR SUPERSTATUS

Spidey's last video game adventure on N64 captured the any-which-way dynamics of the webslinger's moves. Now Activision outdoes itself by making his attacks and modes of travel even more superflexible. So you should play through the basic training levels before taking Spidey on his first official mission. The game also offers Expert and Advanced Modes for many moves. Master those as well before getting too deep into the missions—it'll make smashing the Green Goblin a snap!











Basic Combat and Basic Swing Training, among other beginning training levels, help you prepare for maneuvering around in the main missions. Other training levels are much more difficult, such as Big Brawl—in which you fend off waves of attackers. Many levels also record your completion time, and placing first can be even more difficult than beating missions.

EVOLVING YOUR ATTACKS

Spider-Man begins the game with only a few attacks, including his useful webbing attacks: Web Gloves, Web Dome, Web Yank and Impact Web. He can learn more attack combos by collecting the Gold Spider Icons found in missions. Some are out in the open, while others are hidden. To find some must-have combos, such as Advanced Web Dome, you'll need to complete a series of actions to unlock their locations.



COMBAT CONTROLS

DUAL FISTS
FIELD GOAL
GRAVITY SLAM
WEB HIT
BACKFLIP KICK
STING
PALM
HIGH WEB HIT
DIVE-BOMB
HEAD HAMMER
DIVE KICK
WEB GLOVES
x2 ADV WEB GLOVES
WEB YANK
MULE KICK
UPPERCUT
FLIP MULE
LOW WEB HIT
ELBOW SLAM
SCISSOR KICK
HIGH STOMP
TACKLE
HANDSPRING
HAYMAKER
WEB DOME
x2 ADV WEB DOME
IMPACT WEB
EXIT

SLINGING UP POINTS AND SECRETS

Spider-Man bulks up on replay value with its bonus point system. At the end of every mission, you'll be awarded points for fulfilling tasks specific to that mission—usually ones that aren't required to complete the level. In the Secret Store, you'll find unlockable game features, some of which can be cracked open if you collect loads of the bonus points.

GETTING A SPIDEY SENSE FOR BONUSES

Among recurring bonuses is the Style Bonus, which is awarded for using a wide range of attacks. The Time Bonus is given for finishing the mission within a tricky time limit. It's not always possible to earn all bonuses in one run, so return to the scene of the crime.







INTO THE SECRET STORE . . . AND MORE

Some of the secrets, such as special movies and the mini-game Pinhead Bowling, can be unlocked via the bonus point system. There are many more secrets to be found, like unlocking the Green Goblin as a character you can use to play through Spidey's missions.







SEARCH FOR JUSTICE

Spider-Man begins with Peter Parker's earliest prehero days: After his uncle is murdered, Parker hunts for the criminal. He slings around skyscrapers in search of Skull gang members who might know where the culprit is. If you haven't played through a few tutorials, the first mission will provide a leisurely op to learn web-travel basics.





Crack Some Skulls for the Hideout Location

As you swing around, use the compass and height meter to learn your position relative to your goal. Combined together, they'll point you directly to the position and altitude of each next thug in a series of rooftop hops that lead you to a final thug—who knows where the gang hideout is. Since there's no Time Bonus given, learn the positioning system at your leisure.







The compass leads you to a final rooftop where two clueless thugs protect a third who knows where the hideout is. He'll evade you until you eliminate the other two. One has a gun—eliminate him first.

Round 'Em Up, Bust 'Em Down

To get higher Combat and Style Bonuses for the mission, delay your visit to the final rooftop. Instead, search for all thugs—many of whom won't be picked up by the compass—and use every possible combo attack on them, including all-new combos you find in the mission.

Field Goal: Under Your Nose



If you watch the mission intro movie carefully, you'll see a Gold Spider Icon directly under your starting spot, under the hawk statue's beak. Crawl down and nab it to gain the Field Goal combo attack.

Web Hit: Needle in a Skystack

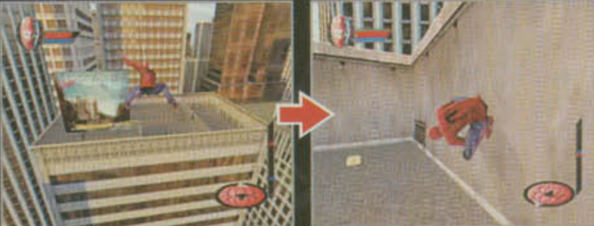




A second Gold Spider Icon is hidden on one of the city's many rooftops. Swing onto the building shown above—it's one of the ones on the city's perimeter. On the roof, run along the main wall until you reach a dead end, where you'll find the Web Hit combo.

Help Out the Purseless Victim





Rescue a woman being attacked by thugs to complete half of a two-part sub-mission. She's on the building with brown-tinted windows near the starting point. Once saved, she'll ask you to find her purse. It's on a nearby building with a "Visit Latvania" billboard. Return it to earn the Secret Bonus.

WAREHOUSE HUNT

The criminal Peter Parker seeks is hidden deep inside the Skull gang warehouse. Thugs prowl its rooms and passages, and they're increasingly better armed as you progress. As you crawl ahead, keep your mind on your mission, but also search every nook and cranny for potential secrets.





Backflip Kick: Can't Miss It



No searching is necessary for the Backflip Kick power-up. You'll find it just outside of the starting spot. After you learn it, add it to your typical attack repertoire to drive up your Style Bonus.

Use Stealth to Mess with Their Minds



If you aren't seen as you pass through the first huge room, you'll earn the Stealth Bonus. Zip-Line onto the ceiling upon entering the room then web up the thug walking the ramp. When his buddies run upstairs, drop to the floor and exit.

Throw Out the Barrels and Shut the Party Down





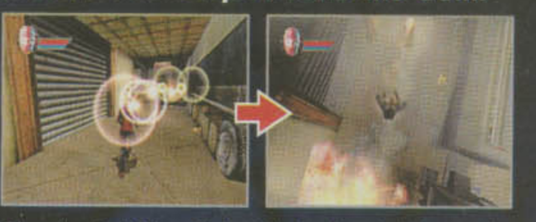
Throngs of thugs will descend upon you in the second huge room. Throw barrels at groups of them—with explosive results. If you run out of barrels, run over to a pile of tires then press the X Button repeatedly to hurl tires at opponents.

Ferret Out the Secret Area



In the large hallway immediately following the first huge room, crawl over the crates to discover a secret area. You'll earn an even higher Secret Bonus and find where a 50% Health power-up is stashed.

Before You Step Around the Semi



There's a forklift parked at the back end of the semi. It'll attempt to run you down if you come too close. To avoid it, double-tap A to leap up to the low ceiling.

Throw a Tantrum of Attacks

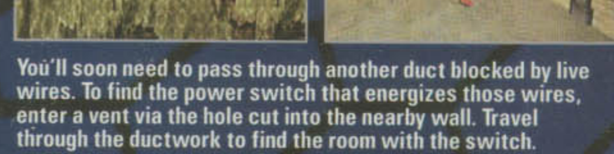
In addition to using all combo attacks, use all your web-based attacks and hurl all objects at hand to rack up the highest possible Style Bonus. Barrels, tires, tanks—go ballistic with everything you can pick up.

Infiltrate the Inner Rooms via the Ventilation System



Above where the forklift was parked, a vent leads to two ductwork paths. One's blocked by live wires; the other leads to a room with a power switch. Flip the switch to cut power to the wires, then continue through the cleared duct.





You'll soon need to pass through another duct blocked by live wires. To find the power switch that energizes those wires, enter a vent via the hole cut into the nearby wall. Travel through the ductwork to find the room with the switch.

Steal Back the Fuse to Open the Garage Door



A thug will run off with a fuse that powers a door control panel—and lock himself in a room. To reach him, climb through the vent with the deadened wires. Defeat him to get the fuse, then use it to repower the door control. Open the door to expose a few last thugs to beat.

BIRTH OF A HERO

In what's turning out to be one of the most well-guarded warehouses in comic book history, you continue your search for the thug who bumped Spidey's uncle. You must battle through two large rooms, one brimming with wave after wave of well-armed thugs. Conserve webbing—you'll need it for your battle with your final prey.





Stealth in a Crowded, Well-Lit Room?



In the first room, open the closed door without being seen to reveal the Advanced Web Dome combo. When you travel through the vents leading to the room, go left to reach one of three ceiling ducts—it's the best one for a stealthy entrance.

Zip-Line to Avoid Steaming Your Suit



In the corridor that's seething with steam, use a single Zip-Line to cross the full length of the hall. If you travel too slowly, you'll be seriously scalded by the heated blasts.

Handspring: Grab as You Go



You'll find a Gold Spider Icon at the far end of the steam corridor that connects the two main rooms. Add the Handspring combo to your battle repertoire before you head into the next thug-packed room.

Make the Most of Melee

As you battle through both huge rooms, blaze through as many combo attacks as possible, including all the ones you've picked up since you started the game.

Haul Out Every Trick in the Book





In the second room, you'll face a steady thug supply coming out of the woodwork. Eliminate thugs with guns first, then use Web Domes and exploding barrels against groups.

Avenge Uncle Ben at Long Last







To reach the Skull who offed Spidey's uncle, Zip-Line straight up the steam-spewing stairway. Recharge with power-ups—one's in a fragile crate. Use the ceiling to avoid his firepower. When you have an opening, drop down and punch him silly.

OSCORP'S GAMBIT

Industrialist madman Norman Osbourn (the future Green Goblin) wants to capture Spider-Man. After you maneuver Spidey through some exceptional webslinging—for photos to sell to your boss—you'll be attacked by Osbourn's flying robots, as well as crawling Hunter-Killers if you're playing on Hero difficulty or higher.





Crush the Relentless Robotic Blitzkrieg





Soaring for the camera allows for a refresher on targeting technique. It's a good thing—13 flying robots equipped with single-shot and multidirectional blasts are about to pursue you. Alter your swinging direction often to avoid their blasts.



Destroy flying robots before each next wave descends from the sky, or else you'll become outnumbered. If you encounter one in the air, use swinging kicks against it. If you're on a rooftop, take cover and blast them with webbing.

Thwipping Up Major Bonuses

Because the mission features many air combat situations, add your swinging attacks to your repertoire so you can scare up a higher Style Bonus. Use your Impact Webbing attack as well, in addition to many hand-to-hand combo attacks.

Stalk Every Hunter-Killer



The arachnoid Hunter-Killer robots guard power-ups ferociously. Squash as many as you can find, because you'll get bonus points for each one you destroy.

THE SUBWAY STATION

In the first non-movie subplot, Spidey thwarts a heist involving the Shocker—and a second mysterious villain who flies the coop. The Shocker and his henchmen, however, blast into a subway station and wreak havoc. Though you must fend off attackers, your priority is to save citizens, so don't leave them hanging too long.





Scissor Kick: Shortcut to Power-Up



On the side of the main room, a lower hallway contains a Gold Spider Icon that grants the ability to deliver the Scissor Kick. You'll need to collect it while saving citizens, so swing in and nab it quickly.

Fast and Fancy Footwork

Getting the Time Bonus is nearly impossible unless you keep thug battles as short as possible. So use Web Gloves to hit harder with each punch, and avoid combo attacks that temporarily knock foes down. But definitely use a wide range of attacks so you earn a high Style Bonus from combat.

No Time to Delay with Citizens in Jeopardy









When the Shocker's henchmen attack a policeman or civilian, that person's health meter appears on the screen. Policemen can fight back and fend off their attackers longer, so rescue the much weaker civilians first. Police will also help your fight if you eliminate their attackers.

Clean Up the Shocker's Dirty Trick



After you rescue the first wave of people, the Shocker will appear and blast a pillar from its foundation. Swing in and save the citizen standing underneath the pillar before it collapses. Deposit him on the safety mark in the center of the station.

Suppress the Henchman Infestation





Several policemen are under attack in the subway halls. Once you eliminate a few of the attackers, they'll have no problem defending themselves from the others. Help them to speed toward the Time Bonus.

CHASE THROUGH THE SEWER

Your pursuit of the Shocker plunges into the sewers, where you still need to throw a lot of his henchmen around before you have your showdown with the Shocker in the next mission. You can get rid of the thugs by punching or kicking—or even leaping on their heads and backflipping—them into the water. It all cuts combat shorter.







Hurtle through the Mission . . .



It's nearly impossible to earn both the Time and Style Bonuses in the same mission run-through. So earn the Time Bonus first: Zip-Line past thugs whenever possible to reach the end more quickly.

. . . Or Prove That You've Got Style



Play through a second time to earn the Style Bonus. Bide your time as you make your way through thuggy crowds, using every attack available to you. That includes the new combo attacks found in the mission.

Drop In for a Stunning Visit



Near the start of the mission, you'll face a tough thug with serious firepower. Before he gets off a shot at you, surprise him by dropping onto his head from above. Then pummel his ears until he passes out.

Keep Your Head out of Trouble







If you fall into the sewer, jump up and swing your way to a wall. Then, in the cylindrical chamber, trip door switches without confronting the guards by descending on a web-thread then shooting both switches with Look Around Mode.

Dive-Bomb: Above the Outtake



Before you climb into the water outtake, swing on top of it to collect the Gold Spider Icon. Deliver a kick to the thug guard while you're swinging in—you'll be well on your way to earning the Time Bonus for the mission.

Keep the Thief on a Short Leash



When the thug runs off with the water outtake control wheel, pursue him into the maze. He's a fast critter, so snap him back with a Web Yank if necessary. Knock him cold to get the wheel, then insert it back into the wall to shut off the water.

Advanced Web Gloves: Open the Secret Vault



After you turn the water off, enter the water outtake to reach an inner water chamber. Enter the small room near the ceiling and throw a switch found inside. It will open a vault door in the water underneath the water outtake, so backtrack and collect the awesome Advanced Web Gloves power-up from the vault. By entering the vault, you'll also earn the Secret Bonus.

Wave after Wave of Sewage Filth





When you reach the final double-chambered sewage room, take out the gunmen on the upper surrounding platform first. Then drop into the water chamber and wipe out the gang there. Once you do, a second wave of thugs will rush into the room.





Use group attacks as much as possible, such as Advanced Web Domes and web-lassoing a bad guy then swinging him at others. One of the men in the second wave has a key. Use it to open the door control room—then open the final door.

SHOWDOWN WITH SHOCKER

At long last, after mowing down endless waves of thuggery, you chase the Shocker down a subway into a small chamber for your final showdown. His percussive energy blasts are deadly at long distance. So get in his face to make the most of your time together. And keep watch for any power-ups that might float by in the sewage.



The Zip-Line Express





You must get to the Shocker via four parallel subway tunnels. Don't run—you'll move too slowly to avoid the deadly blasts he sends down the tunnels. Instead, use Look Around Mode to Zip-Line quickly to safe spots between tunnels.

Find the Way Behind the Subway



Once you reach the far end of the tunnel, the Shocker will run again and collapse the passage behind him. An alternate route is behind the subway car. Move it by flipping the nearby switch.

Uppercut: Go with the Flow





As soon as the subway car moves out of the way, run up the stairs and swing to the right. You'll be well placed to drop onto a Gold Spider Icon that's flowing quickly down the sewage canal. Seize it to learn the Uppercut combo attack.

Shocking Ending to the Subplot







Beating the Shocker is a matter of slowly chipping away at his health. Use a variety of midrange attacks—from Impact Webbing to hurling explosive barrels—to do the most damage. Several nearby power-ups will help you go the distance.



Superstyle Because the Shocker has many attacks, he forces you to adapt your own attacks continually—which builds a great Style Bonus.

VULTURE'S LAIR

The Shocker spills the beans on who his partner-in-crime is—it's the classic Spidey nemesis, the Vulture, and he's hiding out in an old clock tower that's booby-trapped to the rafters. Once the Vulture knows you're on the way up, he sets the tower on fire, so stay on the move!





Chase the Old Bird out of His Roost







The long, partially ruined stairway that spirals up to the bell tower is fit with proximity bombs. Spiderlike robots also sling their way through the tower. Use a combination of Zip-Lines, wall crawling and double jumps to surmount all the troubles.

Gravity Slam: It's Caged Up



When you first see the Gold Spider Icon that grants Gravity Slam, it may seem to be caged behind parts of the stairway. Backtrack and enter any blown-out parts of the stairway to find the way there.

Clocking the Best Time





To get the Time Bonus, you'll need to know the shortest path up the tower. You'll also need to double jump as much as possible—as well as leap past all robots and explosives along the way.

VULTURE ESCAPES

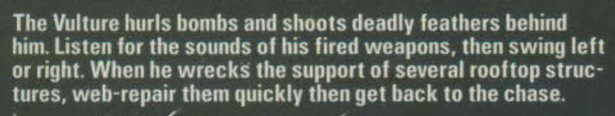
The insane birdbrain flies for his freedom when Spider-Man reaches the top of the clock tower, so you're forced to swing after the Vulture as he tries to lose you among the skyscrapers. Watch the new meter in the upper-right corner of the screen—it shows how far your prey is from you at any moment. The Vulture will escape if he flies too far ahead.





Desperate Times, Desperate Feathers





The Vulture hurls bombs and shoots deadly feathers behind him. Listen for the sounds of his fired weapons, then swing left or right. When he wrecks the support of several rooftop structures, web-repair them quickly then get back to the chase.

In the Nick of Time



Nab the Time Bonus by learning the Vulture's path then cutting corners. Earn the Proximity Bonus by staying close during the flight. Remain slightly above or below him to avoid his fire.

AIR DUEL WITH VULTURE

After surviving his exploding tower and chasing him down, you finally have a chance to clean the Vulture's clock. He flies around a skyscraper, throwing explosives and attacking you with supersonic dive-bombs. The secret to pulling the plug on the Vulture for good is to damage him in the sky enough that he must land—then pummel him while he's down.





Clip the Vulture's Crazy Wings







When the Vulture's flying, swing above him then deliver jump attacks or swing attacks or leap on his head and knock him upside his noggin. If you do enough damage, he'll crash-land on the tower. Quickly thwip up some Web Gloves, then box him into submission.

Dive Kick: Hit the High Point *NP*



The Dive Kick power-up is on the lightning rod, a nearly impossible point to reach safely during the storm. If you weaken the Vulture, the storm will pass. Force the nearly defeated Vulture down again then quickly scale the building and grab the combo.

Plucking Every Possible Point

Earn the Style and Time Bonuses from the mission by using a variety of your strongest attacks on the Vulture to ground and defeat him. There are plenty of power-ups on the tower, so unleash your worst.

SPIDEY'S STRUGGLE

It's never been an easy road for Spider-Man. Some of the most lunatic villains around constantly attempt to squash him. With the Green Goblin and other classic threats out for Spidey blood in future missions, the hero still has his work cut out for him. And that's not even counting all the bonus points in the game that you can unlock by beating the game on higher difficulty levels. With so much Spidey stuff spun into his latest video game adventure, true believers won't want to miss this one!

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



SUPER MARIO ADVANCE 2 SECRET EXITS—PAGE 82

As summer settles in, we continue our snowboarding vacation on the SSX Tricky slopes while the Code Cretin spends endless hours on a Universal Studios Theme Parks Adventure. We also explore some interesting features of Super Smash Bros. Melee and return to Super Mario World.

CEL DAMAGE GCN

NITRO-FUELED NAMES — CODES

NAME YOUR GAME FILE USING KEY WORDS TO UNLOCK CHARACTERS, AREA THEMES, GAME PLAY MODES, WEAPONS, MOVIES AND MORE.

The cartoon capers of the Cel Damage gang really heat up when you know what to call your game file. You'll need a Nintendo GameCube Memory Card to register a name. Insert the card, select the Play option from the main menu and create a new file. Select the New Name entry and input one of the names listed on this page. When you start playing, you'll be able to take advantage of a load of unlocked features.

UNLOCK THEMES AND CHARACTERS

An unlockable character is associated with each of the game's four area themes. Four file names instantly unlock the characters and areas that are connected to each theme. When you use WHACKLAND as your game file name, for example, you'll unlock Whack Angus as a playable character and all three of the desert-themed areas for Smack Attack, Flag Rally and Gate Rally Modes. That's 25% of the game's scenarios with a single code.

FILE NAME	RESULT
WHACKLAND	UNLOCK WHACK ANGUS/DESERT THEME
TWRECKSPAD	UNLOCK T. WRECKS/JUNGLE THEME
EARLSPLACE	UNLOCK COUNT EARL/TRANSYLVANIA THEME
BRAINSALAD	UNLOCK BRIAN THE BRAIN/SPACE THEME



One small name opens so much game. Count Earl joins your stable of playable characters and brings the Transylvania-themed areas with him when you name your game file EARLSPLACE.

UNLOCK WEAPONS

The weapons codes are great for multiplayer games. By using one of the names shown below for your game file, you can select the type of weapons that will appear in the battle. The melee weapons are close-combat items such as the boxing gloves and wood chipper. Range weapons include the harpoon and dynamite crossbow.

FILE NAME	RESULT
MELEEDEATH	UNLOCK MELEE WEAPONS
GUNSMOKE	UNLOCK RANGE WEAPONS
HAZARDOUS	UNLOCK HAZARD WEAPONS
MOVEITNOW	UNLOCK MOVEMENT PICKUPS
UNIQUEWPNS	UNLOCK PERSONAL WEAPONS

UNLOCK INTERESTING VISUALS

The right file names allow you to skip to the big finale movies for the main characters and see the game in a new light when you enable Plastic Rendering Mode. After you unlock the movies with the MULTIPLEX! name, go into the Event Settings menu and select Options. Then choose the View Progress entry. You'll be able to select a character and watch his or her finale movie. The FANPLASTIC name replaces the flat cartoonlike look of the game with full 3-D graphics. Enter the name, then select Options from the Event Settings menu and choose Plastic Mode under the Rendering Modes selection.



See the action with a 3-D look in Plastic Rendering Mode.

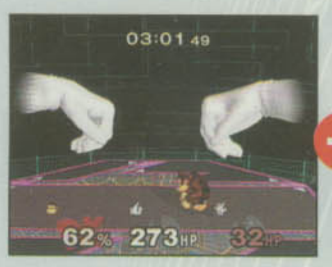
FILE NAME	RESULT
MULTIPLEX!	UNLOCK ALL MOVIES
FANPLASTIC	UNLOCK PLASTIC RENDERING MODE

SUPER SMASH BROS. MELEE GCN

HELPING HAND — SURPRISE

FACE OFF WITH MASTER HAND'S HELPER AT THE END OF A PERFECT ROUND.

Scads of CI fans have written in about the surprise appearance of a second hand in the Master Hand battle that wraps up a Classic Mode game (Normal difficulty or harder). If you complete the first 10 stages in less than 15 minutes without using a continue, Crazy Hand (a left hand) will show up on the scene after you beat Master Hand (a right hand) down to 150 hit points.





If you're on a no-continue roll, Crazy Hand will appear halfway through your battle with Master Hand. The left hand works together with the right hand, and it has three unique attacks—Bomb, Struggle and Spider Walk.

FOX AND FRIENDS — FEATURE

GET A CALL FROM THE STAR FOX TEAM WITH A ONCE-A-MATCH TAUNT.

Fox or Falco can get a special boost from his team in Star Fox-themed stages Corneria and Venom. Guide either character into a safe area then press Left and Right on the Control Pad quickly and repeatedly. If your timing is right, the fighter's friends, Peppy and Slippy, will contact him with a few words of encouragement. The characters offer assistance once per battle.



Press Left and Right on the Control Pad for advice from the team.

SHEIK SURPRISE — STRATEGY

INSTANTLY SWITCH FROM ZELDA TO SHEIK AS THE MATCH BEGINS.

While Zelda has a strong command over magical attacks, her alter ego, Sheik, is a master of athletic fighting moves. Normally, a switch from Zelda to Sheik requires that you and press Down on the Control Stick along with the B Button in midbattle. But you can make an instant change to the nimble fighter if you know the right move. When you're waiting for the match to load and start, press and hold the A Button. Before the battle gets under way, Zelda will become Sheik. Ready! Go!





Begin the battle with Zelda's fighting guise. Press and hold the A Button as the matchup loads. Zelda will immediately transform into Sheik.

SELECT YOUR CELEBRATION — FEATURE

CHOOSE ONE OF THREE VICTORY POSES FOR YOUR VS. MODE CELEBRATION.

When the winner of a Vs. Mode match is announced, the victorious fighter celebrates in one of three randomly selected ways. You can choose your character's celebration by pressing and holding the X, Y or B Button after the battle is complete. Each button corresponds to a different move.





After you win a Vs. Mode match, press and hold X, Y or B to select your choice of three victory celebrations.

SOUND OFF — FEATURE

LISTEN TO ALTERNATE BATTLE SOUND TRACK SELECTIONS.

As we mentioned in the March issue, you can access the Sound Test after you've unlocked every hidden stage and character. Once the Sound Test is unlocked, you can test the music and sound effects in Sound Test Mode and listen to some alternate music tracks in battle. While any of the stages listed below are loading, press and hold either the L or R Button. When the battle begins, you'll hear the listed alternate track. Most of the original tracks are named after the stages. The Onett stage uses a track named after Earthbound's Japanese counterpart, Mother.

STAGE	ALTERNATE TRACK
GREAT BAY	SARIA'S THEME
TEMPLE	FIRE EMBLEM
YOSHI'S ISLAND	SUPER MARIO BROS. 3
POKéMON STADIUM	BATTLE THEME
BIG BLUE	MACH RIDER
ONETT	MOTHER 2
ICICLE MOUNTAIN	BALLOON FIGHT
KINGDOM	DR. MARIO
KINGDOM II	DR. MARIO
BATTLEFIELD	MULTI-MAN MELEE 1
FINAL DESTINATION	MULTI-MAN MELEE 2

CODE CRETIN

UNIVERSAL STUDIOS THEME PARKS ADVENTURE

PASSIVE POINTS



In Universal Theme Parks Adventure, the only way to gain access to some attractions is to purchase attraction hats with points. The Code Cretin earns points with minimal effort by watching the *Waterworld* show repeatedly—100 points per viewing.

EXIT STRATEGIES

UNCOVER A HUGE COLLECTION OF SECRET EXITS AND HIDDEN AREAS.

Areas marked with a red dot on the Super Mario World game map, and some houses, contain secret exits that lead to hidden stages. Our secret exit-finding mission will take you through the Forest of Illusion this month, then continue in July.

SECRET EXIT LOCATIONS

DONUT PLAINS 1

The first secret exit appears in the stage that introduces the Cape Feather. When you reach the area near the goal the first time, you'll see a short ramp that leads to a vertical line of outlined green boxes. If you use the Cape to float to the top of the green box column, you'll discover a key and keyhole on a platform. Pick up the key and carry it to the keyhole to enter a passage to Donut Secret 1. If you haven't mastered Cape flight, you can return to the area after you've turned green outlines into solid boxes by visiting the Green Switch Palace.



After your visit to the Green Switch Palace, run straight up the vertical line of green boxes near the end of Donut Plains 1, then put the key in the keyhole and open a path to a secret area.

DONUT PLAINS 2

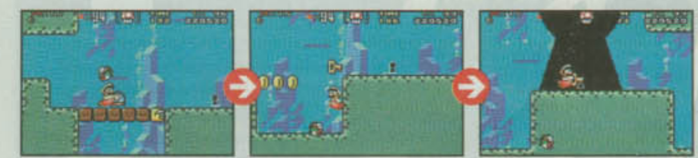
About midway through the Donut Plains 2 cavern, you'll discover that you can push your way up into a green pipe that hangs from the ceiling. The pipe passage will lead you to a cavern with blocks arranged in a stair step pattern. The top block contains a vine. You'll be able to grab a shell nearby by using a Spin Jump to clear away a series of covering blocks. Toss the shell upward so that it hits the top block in the stair step pattern. The vine will grow up to the ceiling. Make your way up to the vine and climb it to the secret exit.



Enter a new section of the cavern through a green pipe, then bust through a few blocks to a shell using the Spin Jump move. Toss the shell up to the top block to produce a vine, then climb and exit.

DONUT SECRET 1

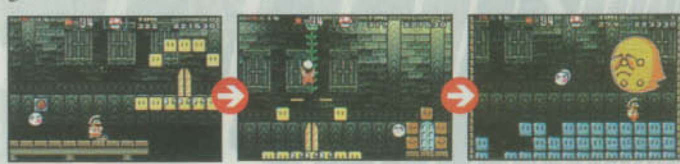
After you cross the midpoint goal, grab a P-Switch and take it to the keyhole. Hit the switch and find the key in a block.



Swim with the P-Switch to the keyhole, then hit the switch to make a solid block turn into coins. Swim through the coins and hit a Prize Block to produce the key. You'll be on your way to the Donut Secret House.

DONUT SECRET HOUSE

After you clear the first section of the house, run left past a pair of doors to a P-Switch. Carry the switch to the right, within sight of the floating door, then hit the switch to make a platform under the door appear. Make your way to the door and hit the block above it to make a vine pop up. Climb the vine to a high floor, then run right to a silver door. After you go through the door, you'll go up against a big Boo. Hit it with blocks to gain entrance to Star Road.



Use the house's second P-Switch to make a platform appear under the floating door. Then hit a box above the door and climb a vine up to the next floor. You'll find a silver door that leads to a Boo battle.

DONUT GHOST HOUSE

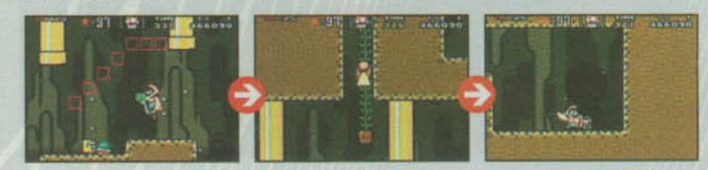
There are secrets in the rafters of the Donut Ghost House. You can access the attic through a hole in the ceiling above the start point. Enter the area with a Cape, walk to the right then run left and fly up through the hole. You'll squeeze into the attic. Run to the right and drop off the ledge to an area that contains 1-Up-producing Prize Blocks and a door that leads to the Top Secret Area. The new area is a single-screen source of Yoshi's Eggs, Fire Flowers and Cape Feathers.



It may take you a few tries to reach the area above the Donut Ghost House start point without losing your Cape to a Boo, but eventually you'll make it to the top unscathed. Run to the right, pick up 1-Ups and enter a new area.

VANILLA DOME 1

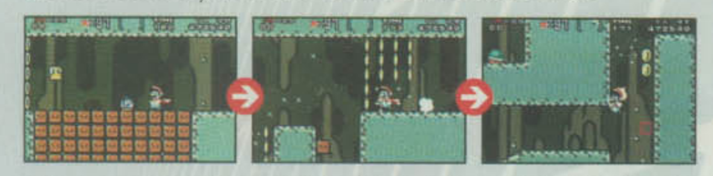
After you make your way through a simple maze of blocks, you'll reach a series of red box outlines. A block above the boxes holds a vine that reaches to a secret exit lock and key. If you have Yoshi with you, you can make the vine appear by hitting the block with a double jump (press A then R). You can also hit the block and climb the vine after you visit the Red Switch Palace and turn the red-outline-boxes into solid blocks.



You'll find a block-and-vine combination above the red-outline-boxes. Hit the block to make the vine pop out, then climb the vine to a lock and key. You'll be on your way to Vanilla Secret 1.

VANILLA DOME 2

Before you follow an arrow made from coins into the water, you'll walk on a floor of muted brown blocks. Take the dive, then work your way around to the right, then up and left, to a P-Switch. Carry the P-Switch a few steps to the left, to a wall of brown blocks, then drop it and hit it. The blocks will turn into coins. Move to the left and fall through the collection of coins that was once a floor of blocks. Move left to a key, then carry the key into the water and seek out a keyhole. When you make the connection, you'll head to the Red Switch Palace.



After some exploration, you'll find a P-Switch. Carry it to the left, then hit it. When the blocks turn into coins, run left then dive down and run to the left again. You'll find a key on land and a keyhole in the water.

VANILLA SECRET 1

The path to the secret exit in Vanilla Secret 1 leads through a hard-to-reach pipe. Capture the Cape Feather that pops out of the Prize Block near the start point, then climb two vines to a wide plateau. Start at the right edge of the plateau, run to the left then fly up and to the left to reach the pipe. After you go through the pipe, your path will lead to a goal and passage to Star Road.



Climb a pair of vines to a wide plateau, then run to the left and fly to a high pipe. Make your way through the pipe and follow the path to a goal. After you touch the goal, you'll find the second passage to Star Road.

CHEESE BRIDGE

If you've mastered long flight with the Cape, you'll be able to reach the Cheese Bridge secret exit. You'll find the exit by flying under the end-of-the-level goalposts and through a second goal. Collect a Cape and take off around the midpoint of the level. While you're flying to the right, press Left on the Control Pad repeatedly for extra lift. As you close in on the level goal, let your character drift to the bottom of the screen. Float under the platform that holds the first goal, then continue on to the second goal. Cross there for passage to Soda Lake.



Once you have a Cape, take off from the long platform and start flying. As you approach the goal, glide down to the bottom of the screen and fly under the goalpost. You'll reach a second goal that leads to a new area.

SECRET EXIT LOCATIONS

FOREST OF ILLUSION 1

The first Forest of Illusion course introduces the P-Balloon. Not long after you pass the midpoint, you'll find a P-Balloon in a Prize Block. Grab the item, then use its power to float to the left and under the log platform. You'll reach a Prize Block and a keyhole. Hit the block to produce the key.



The lock and key for the passage to the Forest Ghost House are under a long log platform. Grab the only P-Balloon in the level and float to the left. You'll reach the secret exit with air to spare.

FOREST OF ILLUSION 2

As you reach the homestretch to the goal, you'll sink down to a Prize Block. Swim left from the block to reach a lock and keyhole that give you access to the Blue Switch Palace.

FOREST OF ILLUSION 3

The Forest of Illusion 3 secret exit leads directly to Roy's Castle. You'll find it by sinking into the very tall pipe that you'll reach after you pass a long series of floating Prize Blocks. The lock and key are in a cavern, covered by blocks. If you are super-sized, you'll have no problem blasting through the blocks.



You'll reach a tall pipe near the end of the level. Sink into the pipe and move on to a lock-and-key combination. Spin-Jump through the covering blocks, then unlock the passage to Roy's Castle.

FOREST GHOST HOUSE

While it may not lead to a secret area, the Forest Ghost House does have an alternate exit. After you use a P-Switch to make the silver door appear, you'll advance to the left and reach two yellow doors. The first door leads to the main level goal and Forest of Illusion 4. The second door leads to a 3-Up Moon and a new passage to Forest of Illusion 1.

FOREST OF ILLUSION 4

Not long after you cross the midpoint, you'll reach a pipe that rests on two floating blocks. You can get to the top of the pipe with a Yoshi-aided double jump, a Cape or a Lakitu's cloud. After you sink into the pipe, you'll find a lock and key.



A Lakitu hides in the pipe that leads to the lock and key. Make your way up to the pipe with help from Yoshi, a Cape or a cloud. Stomp the Lakitu and proceed to the new exit. It leads to the Forest Secret Area.

ROUTE DOWN REDUX

ADVANCE TO THE SECOND HALF OF OUR SHORTCUT SURVEY.

EA weighs in with a second set of shortcuts for its instant snowboarding classic so you can zip through the rest of the game.

MERCURY CITY

CRASH COURSE

Ride the ridge between the split turns at the start and aim for the red shortcut sign. If you're centered as you crash through the glass, you'll land on a cable. Jump once while you're grinding to build up your adrenaline meter. Boost as you crash through the tower, then pick up a trick boost as you slide across the roof. When you land on the ground, continue on a straight path and boost as you head for the next rail. If you're really cooking, you'll launch off the rail without jumping, land on the next roof and crash through a skylight. After another ride on another roof, you'll rejoin the main path.



Slide straight as you ride the ridge between curves, crash through the red sign and ride the cable to the tower. After you crash through the tower, fly high, land and boost to a rail. You'll take off again and land on a roof.

SEWER SLIDE

About two-thirds of the way through the course, you'll enter a tree-lined park. After you pass the checkpoint, you'll approach a right curve. Go straight over the bank of the curve and fly through the gap between two trees. You'll drop down to a windy frozen river. After a good slide on the ice, you'll crash through a brick wall and enter a sewer shortcut.



After the park checkpoint, go straight over the bank of the next curve and continue on your way to a frozen river. You'll ride the river through a few turns, then crash into a sewer. Watch out for the fans!

SUBWAY SERIES

After you emerge from the sewer or ride over the bridge, follow the path under the highway and avoid the glass ramp that leads to the surface. When you reach the concrete wall, stop and turn around. You'll find a bricked-off subway entrance. Crash through the bricks and shoot the tunnel.



Veer to the left or right of the glass ramp that leads to the surface, pass a concrete bunker and head for the wall. When you reach the wall, turn around and crash through a bricked-off hole in the bunker.

SHORTCUTS

TOKYO MEGAPLEX

MARATHON RAILSLIDE

The gadget-packed megaplex course begins with an icy curve to the left and a field full of bumps. As you approach the huge vertical tube that will take you to the upper reaches of the course, favor the left side of the field. You'll see a set of three green buttons on the surface. Slide over one of the buttons to make a ramp rise, then fly off the ramp and aim for an opening on the side of the big tube. After you fly through the opening, you'll ride up the tube to a platform where two long rails begin. Hop onto one of the rails and take off for a long series of slides. You'll fill up your adrenaline meter as you ride.



Near the beginning of the Tokyo Megaplex race, hit a green button and fly off a ramp. You'll head for an opening on the side of the vertical tube then fly to the top, where there are big railslide opportunities.



As you railslide, turn your board so that it is perpendicular to the rail. You'll find it is easier to keep your balance on the big rail curves. When your meter is full, use the boost for a better chance to make rail connections.

UP AND OVER

A little more than a minute into a good run, you'll reach an area where the main path splits into three paths, bordered by chain-link fences. Take the middle path and follow it to an iris opening. Hit the green button in front of the iris to make it open, then make your way through the tunnel. You'll find a trick boost at the end of the tunnel. As you hit the boost, veer left. You'll hook up to a rail that will take you over another set of iris openings and into a tunnel.



After you zip through a series of curves, or ride the rails, you'll reach a section that splits into three paths. Take the middle path, open the iris and hook up with a rail at the end of a short tunnel.



The rail will take you up and over a set of iris openings and into a tunnel. When you reach the end of the tunnel, jump up to a glass platform and ride over the course's pinball section.

ALOHA ICE JAM

BILLBOARD BLAST

You can pull off amazing acrobatics near the beginning of the Aloha Ice Jam. As you come out of the first tunnel, you'll grind a cable over a gap and head for two blue shortcut signs. Veer to the right and, as you crash through the right sign, turn your attention to a red sign in the distance. After you crash through the red sign, you'll find a set of three cables that feed into a waterfall-covered tunnel. Ride one of the cables, then shoot down the tunnel and fly by two huge fans. As you emerge from the tunnel, you'll hook onto a cable. Ride it to the top of a billboard, boost off the edge and get huge air. You'll land on another billboard then rejoin the main path.



Cross the first big gap, then crash through the blue sign on the right, followed by the red sign. Grind into the waterfall and go into a tunnel. When you emerge, you'll ride a cable and hop from one billboard to another.

ICEBERG GRIND

You'll approach the third big gap after a long series of banked curves. After you clear the gap, you'll be looking at a nice view of the Hawaiian coastline and a curved glass wall on the left side of the main path. There is a red shortcut sign beyond the wall. Head for the sign and get ready to hook onto a rail. You'll begin a long railslide that will take you over cables, billboards, a wall and pipes.



After you clear the third big gap, favor the left side of the path and aim for a red shortcut sign. When you get to the sign, hook onto a rail and grind. You'll ride a series of lines for a long time on your way down the slope.

CAVE CUT

Deep into your iceberg jam, you'll approach a cave that is on the other side of a wide gap. Three cables span the gap. Position yourself left of the leftmost cable and jump the gap. When you get to the other side, head for the red checkpoint sign and crash on through. You'll hit an obstacle-filled cave shortcut that will shave several seconds off your time and help you gain ground or increase your lead.



When you get to the cave, veer left and span the gap without using one of the cables. You'll be in line to hit the red shortcut sign and crash through to a major shortcut. Be sure to slide left or right of the blocking pipes.

SHORTCUTS

ALASKA

RAIL TRAIL

You'll take a big drop as soon as you begin your Alaska drive. When you land, hold back a little and let the snowboarders to your left pass you as you veer left and head for the red shortcut sign on the ridge. Crash through the glass, slide for a few seconds then veer to the right side of the narrow path. As the path ends, you'll hook up to a rail and grind over the main vein. Jump at a dip after you leave the rail and fly up for another grind on a billboard.



After the first big drop, let the competition pass you then veer left to the red sign. On the shortcut path, you'll hook up to a rail. After your railslide, boost, jump and aim for a billboard grind.

THE HOLE THING

About 20 seconds into your ride on the main path, you'll see a Luther billboard, followed by a Seeiah billboard. The Seeiah sign is on the bank of a right turn. As you approach the turn, veer left and slide up to a ridge at the top of the bank. Ride along the ridge, boost for speed and crouch. When you reach the end of the trail, jump over the main path and aim for any of three large holes in the ice wall on the other side. You'll land in a shortcut ice tunnel. That's tricky.



When you see the Seeiah billboard, veer left to the top of the banked ridge. Ride along the ridge, use your boost power to build speed and jump when you reach the end. You'll fly into an ice tunnel shortcut.

BIG AIR BONUS

About a third of the way into your run, you'll come around a tight right turn to a set of two jumps, arranged side by side. The jump on the left is high and steep. Position yourself for a centered shot off the left jump. If you catch enough air, you'll land on a high ledge that feeds into a narrow path. You'll follow the path to the left, jump to clear a gap, then jump again to clear another gap. Eventually, you'll land behind a series of billboards, then you'll rejoin the main path.



Use boost power as you close in on the side-by-side jumps. Hit the left jump centered and fly up to a high icy path. You'll clear two more gaps as you glide along the path then enter the main vein ahead of the game.

THE SIMPSONS: ROAD RAGE — GCN

▼ UNUSUAL OPTIONS — CODES

ACTIVATE A SET OF STRANGE, IF NOT USEFUL, GAME FEATURES.

While they may not have a great effect on game play, a set of five codes put an unusual twist on your Road Rage experience. Go into the Options Menu, then press and hold the L and R Buttons while you press X, B, Y then A. You'll hear a confirmation sound effect that sounds like the objective completion effect in Mission Mode. Press B to back your way out to the main menu, then select and start Road Rage Mode. The timer will show "0:00" and the streets will be fare free. Press the R Button to start the timer. Press R again to reset the timer back to 0:00. The mode allows you to find out how long it takes to get from one place to another. Four other Options menu codes are listed below. The Event Cam code shows the action from the same point of view that accompanies big jumps. The No Reward code triggers the game to skip your rating and reward after you complete a Road Rage session. D'oh!

CODE	RESULT
HOLD L+R, PRESS X, X, X, Y	EVENT CAM
HOLD L+R, PRESS X, B, Y, A	TRACK TIME MODE
HOLD L+R, PRESS A, X, B, Y	SLO-MO MODE
HOLD L+R, PRESS A, A, A, A	NIGHT DRIVING
HOLD L+R, PRESS B, B, B, B	NO REWARD





In the Options Menu, press and hold L and R, then press the A Button four times. When you start the game, the distant surroundings will be dark.

MEN IN BLACK: THE SERIES — GBA

▼ INVINCIBLE AGENTS — PASSCODE

USE A PASSCODE TO MAKE YOUR MIB AGENTS TAKE HITS AND KEEP TICKING.

Your search for life-replenishing medical kits is over. You can maintain a clean bill of health by starting the game with the following passcode: LVFRVRDD. You'll be invincible.





Enter LVFRVRDD as a passcode, then enter an episode passcode or start the game from the beginning, damage free.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION
P.O. BOX 97033 REDMOND, WA 98073-9733

GRADIUS GALAXIES — GBA

▼ THREE-SECOND SURPRISE — CODES

EARN ALL POWER-UPS INSTANTLY WITH TWO DIFFERENT CODES.

Any old-school fan of video game codes should be able to recite the Konami code by heart—Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. It earns you tons of extra fighters in NES classics Contra and LifeForce, it fills up your power meter in the first Teenage Mutant Ninja Turtles game for Game Boy and it maxes out your power-ups in Gradius for the NES. When Konami released Gradius III for the Super NES, it revised the code to make use of the L and R Buttons. You pressed Start to pause the action, then Up, Up, Down, Down, L, R, L, R, B, A. When you went back to the battle, you had a full arsenal. Gradius Galaxies for Game Boy Advance uses both versions of the code. If you enter the original Konami code with the game paused, your ship will get all of its items then self-destruct after three seconds. Enter the revised code, which employs the L and R Buttons, to give your ship all of its power-ups and stay intact.

CODE	RESULT
UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START	MAX OUT ON POWER-UPS, THEN SELF-DESTRUCT
UP, UP, DOWN, DOWN, L, R, L, R, B, A, START	MAX OUT ON POWER-UPS





If you want to earn every power-up and keep them for more than three seconds, press Up, Up, Down, Down, L, R, L, R, B, A with the game paused.

SEGA SOCCER SLAM — GCN

▼ PITCH PERFECT PLAYS — STRATEGIES

SCORE BIG AND SCORE OFTEN WITH TWO SWIFT STRATEGIES.

Two lightning-strike scoring strategies work best with speedy athletes who have good ball-handling skills. One quick scoring method revolves around the deke move. With a tap of the X Button, you can make your player catch the ball between his or her feet and jump forward. If you rush the goalkeeper and try to deke across the line, your player will usually get flattened but the ball will often slide past the line for a score. You can also score quickly with an angled attack. Work your way down the side of the field and angle in toward the center when you get to the area around the penalty box. Press and hold R to engage turbo speed, pass the goalkeeper and fire in a shot when you get to the other side.




Start in the wings and run into the penalty box at turbo speed. Charge up your shot, then release the ball when you get to the far end of the goal.

LEGENDS OF WRESTLING™

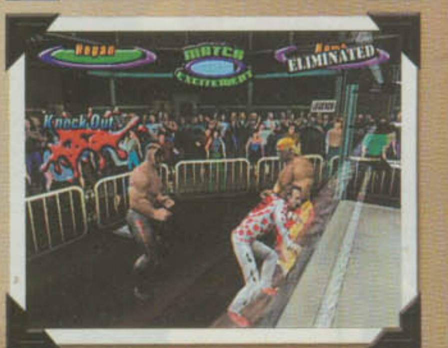
The high-flying, bone-crushing moves of the biggest names in wrestling are on the Nintendo GameCube! Acclaim's Legends of Wrestling is a dream match of 42 wrestling heroes from the past and present including Hulk Hogan and Rob Van Dam. Get into the ring and start pounding.

George "The Animal" Steele

RING KINGS RUMBLE

Take to the air with a Jimmy Snuka Superfly Leap. Come down hard with a Hulk Hogan Running Leg Drop. Target your opponents with a Bret Hart Sharpshooter. Turnbuckle titans from the '70s, '80s and '90s come together for the ultimate showdown in Acclaim's latest wrestling sensation, and it's the stuff of Legends. You can mix it up in exhibition play, join a tournament or embark on a career in wrestling with five regional belts at stake. Matches include one-on-one battles, three- and four-wrestler wars and tag team takedowns for up to four players. Start with your choice of nearly 30 wrestlers, then unlock more mat-mashers as you conquer all challengers in tournaments and title bouts. You can also create your own wrestler to stand strong among the Legends. The Legends of Wrestling are issuing a challenge. Will you answer the call?





THE MAKING OF A LEGEND

The Create a Legend feature allows you to make your own muscle-bound monster then break the mold. You can base your creation on an existing Legend or start with a blank canvas.

POWER MOVES

The ultimate NP grappler starts with George "The Animal" Steele's move set and takes on a few moves from other barrel-chested brawlers.

READY	
Simple Strike	Front Kick to Gut
Medium Strike	Drop Kick
Strong Strike	Super Kick
Ready Moves	Enziguri
TIE UP	
Vertical Suplex	Vertical Suplex
Scoop Slam	Side Neck Buster
Head Between Legs	Sit Out Facebuster
Belly Belly	Bear Hug Slam
BEHIND	
Behind Moves	Atomic Drop
Gut Wrench	Belly Back Slam
Samoan Drop	Chest Breaker
Full Nelson	Full Nelson Sit Out
BENT OVER	
Front	Forward Face Buster
Behind	Bull Dog
GROUND—BELLY	
Head	Diving Headbutt
Side	Rings
Feet	Dragon Cross
GROUND—BACK	
Choke	Spinal Tap
Mount	Head Shot Combo
Hold Legs	Kick to Groin
CORNER	
Facing In	Big Double Chop
Facing Out	Rake Eyes
Sit TB	Belly Belly Superplex
Sit Corner	Stand on Chest
Tree of Woe	Shoulder Thrusts
TURNBUCKLE	
Ready Opponent	Shoulder Block
APRON	
Tie up in Ring	Bring in the Hard Way
Tie up on Apron	Choke Slam
SB Standing	SB Drop Kick
SB Ground	SB Leg Drop
Sit Plancha	Top Rope Senton
OPPONENT RUNNING	
Opponent Running	Flap Jack
RUNNING	
Opp Standing	Running Cross Body
Opp on Ground	Running Stomp
Opp Corner	Angled Splash
Opp Corner Sit	Shoulder Block
Opp Outside	Senton Plancha
Running Tree of Woe	Running Drop Kick

If Looks Could Kill



You can give your wrestler his or her own unique look. Start with a body type and build, then add a costume and accessories. Special additions include scars, tattoos, bandages, braces and Jerry "The King" Lawler's crown.

Vertical Suplex



Your wrestling move repertoire should include a Vertical Suplex for an energy-sapping toss to the mat.

Enziguri



The superfast Enziguri is a body-twisting blow that puts your opponent on his or her stomach.

Kick to Groin



Many wrestlers use the effective Kick to the Groin when approaching the legs of a downed opponent.

Head Shot Combo



One of the most effective mounted moves is a series of four punishing blows to the head.

LEGENDS

The biggest names in pro wrestling history are ready to rumble. A padlock marks unlockable Legends.

Hulk Hogan
Running Leg Drop



Bret "Hitman" Hart
Sharpshooter



Jimmy "Superfly" Snuka
Superfly Leap



Jerry "The King" Lawler
Fallback Piledriver



The Road Warriors
Elevated Powerbomb/Jumping Lariat



Rob Van Dam
5 Star Frog Splash



Jimmy Hart
Hartliner



Captin Lou Albano
Seated Front Suplex



Tony Atlas
Gorilla Press Slam



King Kong Bundy
Avalanche



Ted DiBiase
DiBiase Dream



Kevin Von Erich
The Claw


Fritz Von Erich
The Claw


Kerry Von Erich
The Claw


David Von Erich
The Claw


Michael Von Erich
The Claw


Rock-n-Roll Express
Crossbody/Drop Kick


Dory Funk, Jr.
Spinning Toehold


Terry Funk
Spinning Toehold


Mr. Fuji
Bonzai


One Man Gang
747 Splash


TAKE 'EM DOWN!

Every Legend has a few moves that really click. Check out our rogue's gallery of mat-mashing maneuvers and put them in practice to gain the upper hand. When your opponent is weak, you can pull out the big showstoppers and get the crowd on your side.

Big Boot



When your opponent is charging, turn the tables with Hulk Hogan's Big Boot move at the last second—a great match opener.

Flap Jack



The Sheik lifts charging opponents and tosses them to the mat. Use the move to stun the other fighters in a hurry.

Enziguri



Ricky "The Dragon" Steamboat's Enziguri is one of the most athletic moves in the game. It ends with both wrestlers on the ground.

Drop Kick



Bret "Hitman" Hart puts all of his weight into his Drop Kick, one of the most effective strong strike moves.

Headbutt



Jimmy "Superfly" Snuka Headbutts his opponents for a quick and powerful basic attack. It's a stunner!

Mummy Driver



When the Hulkster approaches opponents from behind, he is sure to get their attention with a lifting and spinning Mummy Driver.

Atomic Drop Reversal



George "The Animal" Steele is king of the Reversal. Good timing puts him in the driver's seat.



When Steele executes a Reversal, he usually drops behind his opponent with arms around the waist.



Steele's strongest behind-the-back move is a pull-the-legs-out-from-under-the-opponent Atomic Drop.

Head Shot Combo



Many wrestlers on the bill, including The Sheik, get a lot of mileage out of the Head Shot Combo. What a pummeler!

Diving Headbutt



When Steele gets his opponents face down on the mat, he drops down hard, head first.

Dragon Cross



With his opponents face down on the mat, Steele can cross their feet and lift their upper bodies.

LaMagistral Pin



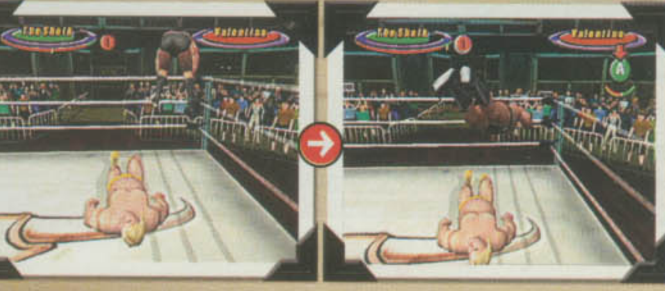
Jimmy "Superfly" Snuka approaches his downed opponents from the side and flips them for a match-finisher.

Fuji Arm Bar



The Hitman mounts opponents who are on their backs and puts all of his weight into an arm-bending bruiser.

Reverse Splash



With his opponents stunned and on the mat, The Sheik can pull off one of the most punishing moves in the ring. He holds onto the top rope of the turnbuckle, swings his body out and flops down with a powerful thud.

Leaping Elbow



The slow-to-develop Leaping Elbow attack is easier to pull off if the target is momentarily stunned.

Rake Eyes



The Hulkster uses the ropes as a weapon by pushing his opponents into the turnbuckle.

Wrap Around DDT



The superfast running attack specialty of "Mr. U.S.A." Tony Atlas sends opponents to the mat in a hurry.

Spinal Tap



George "The Animal" Steele puts the choke on his downed opponents and kicks them in the back for a swift and sharp attack.

Hawk

The Great Equalizer




Wrestlers don't have to rely wrestling moves to weaken their opponents. They can find a lot of helpful gear under the ring. Nothing gets the crowd more riled up than a knock to the noggin with a garbage can or guitar.

"Hot Stuff" Eddie Gilgert
Figure Four


"Superstar" Billy Graham
Bear Hug


Dynamite Kid
Flying Headbutt


Ivan Koloff
Inverted Backbreaker


Rick Martel
Boston Crab


Don Muraco
The Muraco Hammer

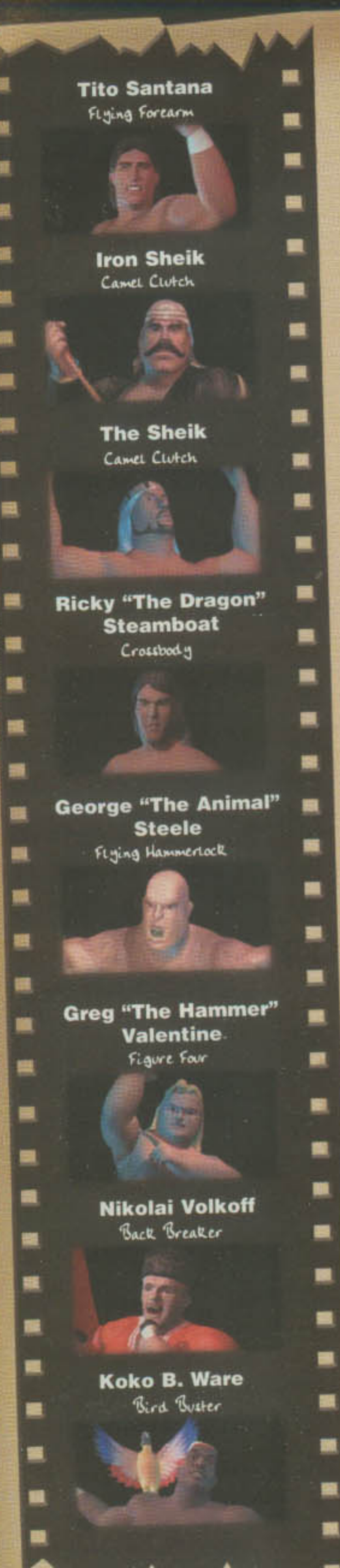

Cowboy Bob Orton
Superplex


Brian Pillman
Air Pillman


Ivan Putzki
Polish Hammer


Harley Race
Cradle Suplex


Sabu
Camel Clutch

MULTI-MAN MELEE

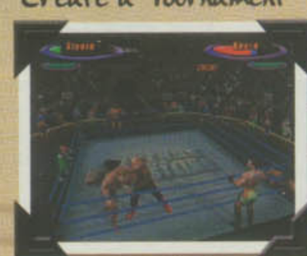
The ring war really heats up when you invite friends to participate. Up to four players can join in the action. Multiple players can band together in tag team battles or fight for themselves in two-, three- and four-wrestler free-for-alls. A player can even choose to assume the role of referee.

Create a Rivalry



While the Legends are great, there's a lot to be said about a multiplayer match that features newly created grapplers—a way for the participants to put their own personalities into the bout.

Create a Tournament



Set up a tournament, then use the Configure entry in the Options menu to change up to six tournament participants from CPU-control to User-control.

UNLOCK A LEGEND

At the beginning of the game, a dozen Legends are grayed-out and unavailable for selection. Only after you show your skills in the ring will you be able to take on all challengers with Captain Lou Albano or the entire Von Erich clan. All unlockable wrestlers and unlocking requirements are listed below.

Captain Lou Albano

Longtime wrestler, manager and music video star Lou Albano acts as the manager for hated Legends. If you complete a career with a hated Legend, you'll unlock Lou.

King Kong Bundy

The 445-pound, 6'4" giant that is King Kong Bundy will join your team as you progress through a career, immediately after you win the Southeast Territory Belt.

Mr. Fuji

Before he was one of wrestling's most hated managers, Mr. Fuji was a tag team star. You can unlock him by winning the Tag Belt in Tournament Mode.

Dory Funk Jr.

While the Funk family may not have as many wrestling stars as the Von Erichs, they are every bit as famous. You'll unlock Dory when you complete a career with Terry.

Robert Gibson & Ricky Morton

Robert Gibson and Ricky Morton wrestle under the tag team tag of the Rock-n-Roll Express. They'll join your team after you win a Tag Team Tournament.

Jimmy Hart

The "Mouth of the South" Jimmy Hart represents loved Legends. Complete a career with a loved Legend to make Jimmy available for ring duty.

Ivan Koloff

The ultimate bad guy wrestler always gets a strong crowd reaction. You can put him in your wrestling crowd by winning a Versus Tournament.

Sabu

The "Arabian Machine of Destruction" follows in the footsteps of his uncle, The Sheik. He'll make his appearance after you take The Sheik through a career.

David Von Erich & Michael Von Erich

The storied Von Erich family has celebrated victory and endured tragedy. You can bring two of the Von Erichs together again after a career with Kevin Von Erich.

Fritz Von Erich

The partriarch of the Von Erich clan was a strong role model for his wrestling sons. You'll unlock him after you take Kerry Von Erich through a full career.

THE BATTLE BEGINS

Legends of Wrestling puts you into the ring with the greatest warriors who have ever strapped on tights and launched themselves from the top rope. Who's the best of the best? Mr. Fuji? Nikolai Volkoff? Dynamite Kid? Koko B. Ware? George Steele? Hulk Hogan? There's only one way to find out. Enough talking! Let the battle begin!



It's an Evolution Worlds extravaganza as Epic Center takes an in-depth look at what promises to be the first traditional, turn-based RPG for the Nintendo GameCube. We've got exclusive screen shots and artwork, a hands-on preview and even an interview with the game's lead designer, Yoshihisa Tomita! All that and Tactics Ogre: The Knight of Lodis, too! What a world.

EPIC PREVIEW

DO THE EVOLUTION

Your Epic Center editors took a trip to San Francisco recently so we could visit the offices of Ubi Soft, publisher of the upcoming Evolution Worlds. And while the folks there had plenty of goodies to show us, Evolution Worlds stole the show. Despite being what Ubi Soft called a "pre-beta" version of the game, EW is looking fantastic. Graphics are sharp and colorful, the camera works like a charm and the mapping system . . . oh, the mapping system. Maps can be problematic in an RPG, but Sting, the development company, has created a wonderful mapping overlay that shows both where you've been and where you still need to explore in clear, easy-to-read terms. It's a must-have feature for a game with randomly generated dungeons like Evolution Worlds, and Sting looks to have that aspect of the game well in hand.









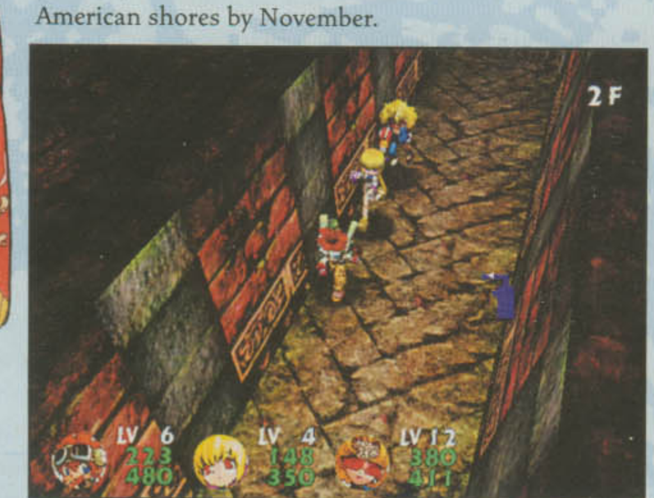
エヴォリューション EVOLUTION WORLDS 世界

ENTER THE DUNGEON

For those of you who have been in a cave for the last six months, Evolution Worlds is an updated combination of the best-selling Sega Dreamcast titles Evolution: The World of Sacred Device and Evolution 2: Far Off Promise. Ubi Soft went to great lengths to stress that the new game is NOT a port, but rather a new game that combines both titles into one massive quest. Sting is even creating the graphics and sound from the ground up. As another bonus to Nintendo GameCube owners, Evolution Worlds boasts full voice acting for the game's 100 or so characters—everyone from the baddest villain to the lowliest shopkeep. So hold on to your Cyframes—Evolution Worlds should hit North American shores by November.











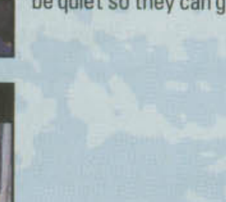
Daizo Harada—Game Planner



Akito Kuroda—Graphic Artist



Kenji Fukasawa—Programmer



Yasushi Okita—Programmer

To the immediate left you can see four members of the Sting design team. They're the hardworking folks who reject sleep, social lives and everything else so that they can create the best gaming experience possible. Give them a hand, then be quiet so they can get back to work!

INTERVIEW WITH YOSHIHISA TOMITA

Nintendo Power: Tell us a little bit about yourself.

Yoshihisa Tomita: My name is Yoshihisa Tomita and I'm with the First Development Department team at Sting. I joined Sting as a graphic designer and then moved to game planning—where I currently am a director.



NP: How did you break into the video game industry?

YT: Since I was a child, I liked creating things and drawing pictures. When I was in school, I enjoyed playing Super NES and PC games and quickly became interested in game development. Entering the game industry was a natural progression for me.

NP: What is your favorite game genre?

YT: RPG games are my favorite, but since I don't have much time to play nowadays I play mostly action games.

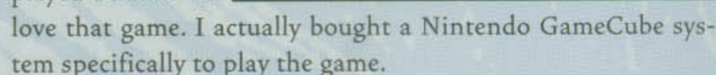
NP: Are there any game designers whom you admire?

YT: Making video games is always a group rather than an individual's effort, but I have always admired Hideo Kojima's (the creator of the Metal Gear series) products.

NP: What, in your opinion, makes a video game fun?

YT: I think a game's balance is very important. No matter how great the idea is, if the balance is lacking you can never truly enjoy the game. This is what I pay the most attention to.

NP: What is your favorite game (not including titles that you worked on)?


Yoshihisa Tomita—Game Director

YT: Recently, I played Pikmin—I love that game. I actually bought a Nintendo GameCube system specifically to play the game.

NP: What are the differences in making a game for a Japanese audience as opposed to a North American audience?

YT: I think that there is something intuitive and lively in all quality games that are enjoyed by both Japanese and American audiences. I can say the same for great RPG games: Good games translate across language barriers.

NP: How long has Evolution Worlds been in development?

YT: As of June 2002, it's been nine months.

NP: Is the battle system real-time or turn-based?

YT: Since we focus on the strategic elements, this is a turn-based battle system.



NP: You mentioned that the battle system is built from the ground up. Can you go into some detail about how it works?

YT: The outstanding feature of Evolution Worlds' battle system lies in our innovative approach to RPG combat. During the battle you see the order in which players will act—represented by their faces—on the side of the screen. We adopted this method in the first Evolution back in 1998 so we could digitally express the turn order as an analog time flow. This looks pretty simple but actually involves extensive calculation of analog time flow. The combat order not only represents the order of actions taken, but how long each action will take in the analog time flow diagram. During the battle, each action include Disable Time during which characters are recovering or unable to act, and as a result the order of subsequent actions by enemies or your party members can change. Players must read two or three actions ahead to make full use of the strategic game play. Another wonderful thing about the system is that players don't get frustrated waiting for their turn! It creates an action game feel when you see the characters move and perform their incredible attack motions.







NP: How big is the game (number of levels, hours of game play, things like that)?

YT: Gamers can expect 40 hours of standard game play time, but if you like collecting items and so on, you can enjoy the game for much longer than that.

NP: How many characters are in the game?

YT: You will see more than 100 characters in the game.

NP: How many people can join your party?

YT: The maximum number of characters that can be in a party is six—you can take up to three people to the dungeons.

NP: The Dreamcast games mostly took place inside dungeons. Is it the same for Evolution Worlds?

YT: Since Evolution Worlds is a combination of Evolution and Evolution 2, the game play follows the same style—with game play mostly taking place inside dungeons. Dungeon exploration and the incredible turn-based battle system are the best features of the game. Additionally, Evolution Worlds will feature Nintendo GameCube-exclusive Boss Battle modes.

NP: What other titles have you personally worked on?

YT: I was a director for Evolution and Evolution 2.

NP: What games have influenced the way you design?

YT: I can say that every game I played in the past has generally influenced me, but I haven't been influenced by one particular title—I draw from all types of games for inspiration.

NP: What other titles has Sting developed?

YT: Treasure Hunter G for the Super NES, Baroque and Baroque Syndrome for the PlayStation and Evolution One and Two for the Sega Dreamcast.

NP: Are there any other games on the horizon for Sting?

YT: Of course, we are currently working on many new games and should be announcing several soon.

NP: Any Game Boy Advance games?

YT: Nothing we can share right now, but GBA is a system that we are very interested in.

NP: Any chance of an Evolution Worlds sequel?

YT: The Evolution series is very special to us, and we always want to honor our fans' requests. If there is a lot of response from gamers for a sequel, we will make it happen.

EPIC TACTICS





We debated the best way to cover Tactics Ogre: The Knight of Lodis and finally decided that skilled, dedicated players like our readers didn't need basic tips or tricks—you need maps! We're continuing where our special review left off last month, so check NP Volume 156 for maps of the initial levels. Note that the number in the gold circle is the level number. If it has a letter, that means you must make an in-game decision before you enter the area (usually by answering a question)—so you may not see every map your first time through the game.

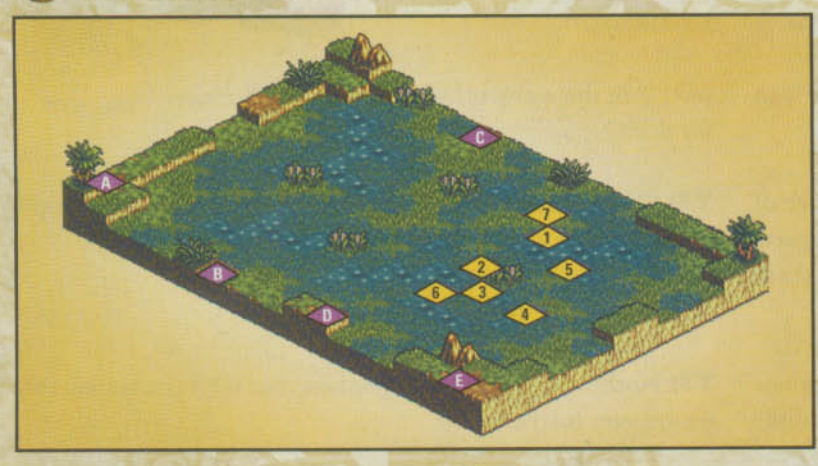
Buried Treasure Chart

The chart below shows what kind of treasure you will uncover on each Stage Map. Treasures are chosen randomly from each group according to your biorhythm level. See NP Volume 156 for more information on biorythms.

GROUP 1			GROUP 2			GROUP 3		
Low	Medium	High	Low	Medium	High	Low	Medium	High
Scipplay's Staff Short Sword Short Bow Francisca Leather Whip Healing Leaf Magic Leaf Altar of Resurrection	Great Bow Pike Halt Hammer Rapier Leather Whip Long Sword Healing Seed Healing Leaf Magic Seed Antidote Altar of Resurrection	Estoc Claymore Great Bow Trident Battle Fan Leather Whip Healing Salve Magic Salve Altar of Resurrection	Estoc Composite Bow Healing Seed Magic Seed Revive Stone Wisdom Fruit Altar of Resurrection	Claymore Great Bow Healing Salve Magic Salve Antidote Wisdom Fruit Altar of Resurrection Sword Emblem Crown of Intellect Stone of Swiftness Cup of Life Sorcerer's Cup	Trident Healing Essence Magic Essence Angel Fruit Altar of Resurrection Sword Emblem Crown of Intellect Stone of Swiftness Cup of Life Sorcerer's Cup	Healing Seed Healing Salve Magic Seed Magic Salve Wisdom Fruit Coral Harp Savage Bugle Urn of Chaos Mirror of the Gods	Seraph's Plume Sacrificial Doll Healing Salve Magic Essence Spirit Fruit Angel Fruit Orb Coral Harp Savage Bugle Mirror of the Gods Tome of Discipline	Sacred Stone of Bliss Seraph's Plume Sacrificial Doll Spirit Fruit Orb Coral Harp Savage Bugle Urn of Chaos Mirror of the Gods Tome of Discipline

NOTE: You'll need to burn grass or melt snow to uncover some treasures. Such treasures have the word "burn" next to them on the Stage Maps.

7a BISON SWAMP



BURIED TREASURE KEY

- A Group 1
- B Group 3 (burn)
- C Group 2 (burn)
- D Group 1
- E Group 1

BATTLE CHART KEY

All enemies and party guests appear on the chart. Check out their characteristics when planning strategy.

Enemy Statistics
Guest Statistics

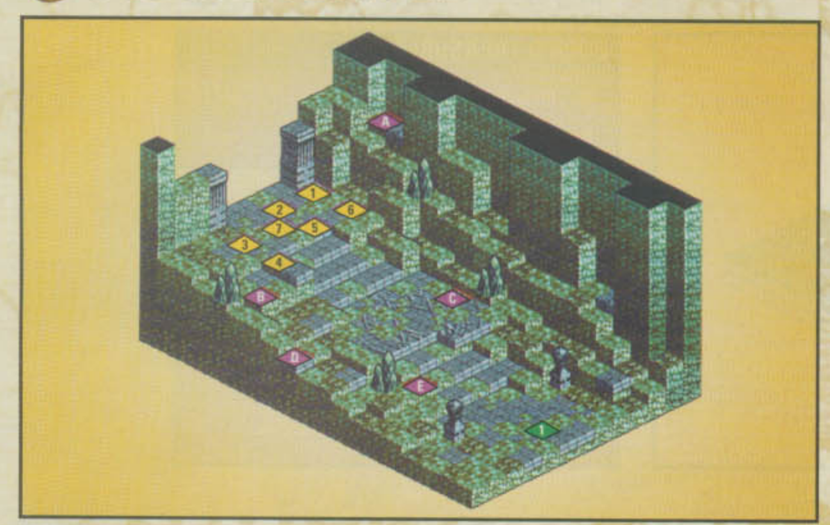
L=Lawful Alignment
N=Neutral Alignment
C=Chaotic Alignment

(L)=Leader
(M)=Male
(F)=Female

Bison Swamp Battle Placement

No.	Class		Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1	Hawkman		8-13	Wind/N	Flying/Wading	Antidote	Halt Hammer/Tower Shield/Chain Mail	Thunder Arrow (Level 10+)
2	Hawkman		8-13	Water/N	Flying/Wading	Tower Shield	Halt Hammer/Tower Shield/Chain Mail	Thunder Arrow (Level 10+)
3	Hawkman		8-13	Wind/N	Flying/Wading	Healing Seed	Halt Hammer/Bandanna/Hard Leather	Thunder Arrow (Level 10+)
4	Fairy		8-13	Wind/N	Flying/Floating	Crown of Intellect	Bow Gun/Hard Leather	Fairy's Kiss (Level 10+)
5	Fairy		8-13	Water/N	Flying/Floating	Sword Emblem	Bow Gun/Hard Leather	Fairy's Kiss (Level 10+)
6	Blue Dragon		8-13	Water/N	Trudging/Wading	Dragon Eyes	Dragon Eyes	Cold Breath
7	Blue Dragon		8-13	Water/C	Trudging/Wading	Coral Harp		Cold Breath

7b SUFRIR TEMPLE



BURIED TREASURE KEY

- A Ice Wand
- B Group 1
- C Group 1
- D Group 3
- E Group 1

BATTLE CHART KEY

If Orson survives the battle, he will offer to join your party. Choose option A (Is that so...?) after the fight to have him join up.

Enemy Statistics
Guest Statistics

L=Lawful Alignment
N=Neutral Alignment
C=Chaotic Alignment

(L)=Leader
(M)=Male
(F)=Female

Sufrir Temple Battle Placement

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1	Gremlin		8-13	Wind/N	Flying/Floating	Stone of Swiftness	Short Bow/Hard Leather	Fairy's Kiss (Level 10+)
2	Gremlin		8-13	Earth/N	Flying/Floating	Stone of Swiftness	Short Bow/Hard Leather	Fairy's Kiss (Level 10+)
3	Gremlin		8-13	Earth/N	Flying/Floating	Sorcerer's Cup	Short Bow/Hard Leather	Fairy's Kiss (Level 10+)
4	Earth Dragon		8-13	Earth/N	Trudging/Wading	Crown of Intellect		Poison Breath
5	Earth Dragon		8-13	Earth/L	Trudging/Wading	Mirror of the Gods		Poison Breath
6	Thunder Dragon		8-13	Wind/N	Trudging/Wading	Sword Emblem		Thunder Breath
7	Thunder Dragon		8-13	Wind/N	Trudging/Wading	Cup of Life		Thunder Breath
1	Archer (M)	Orson	8	Wind/L	Walking/Semi-Aquatic		Great Bow/ Amulet/Chain Mail	

8a ARENA



BURIED TREASURE KEY

- A Group 2
- B Group 1
- C Group 1
- D Group 1

BATTLE CHART KEY

Try to keep Minerva alive. A powerful character named Aerial will join you after stage nine if Minerva survives.

Enemy Statistics
Guest Statistics

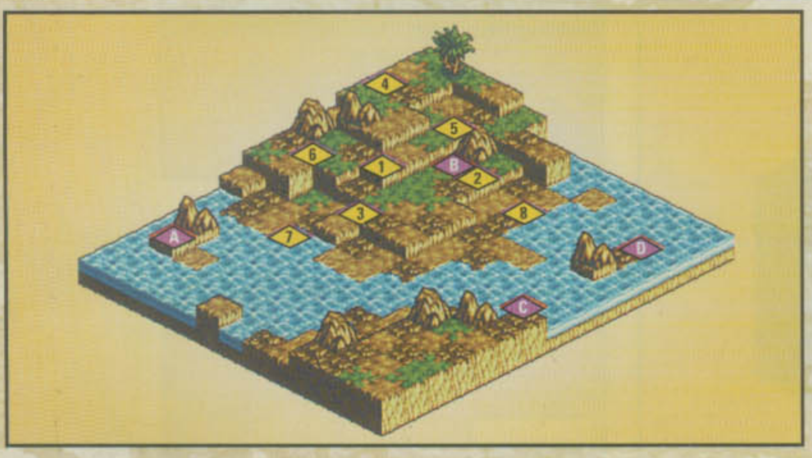
L=Lawful Alignment
N=Neutral Alignment
C=Chaotic Alignment

(L)=Leader
(M)=Male
(F)=Female

Arena Battle Placement

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1 (L)	Cleric (M)	Daniel	11-16	Earth/N	Trudging/Wading	Robe of the Wise	Scipplay's Staff/Armlet of Wisdom/Robe of the Wise	Heal Plus/Cleanse
2	Knight (M)		9-14	Fire/N	Walking/Wading	Sword Emblem	Long Sword/Chain Mail/Tower Shield	
3	Knight (M)		9-14	Fire/N	Walking/Wading	Tome of Discipline	Long Sword/Chain Mail/Tower Shield	Lightning Bow
4	Bandit		9-14	Wind/C	Walking/Semiaquatic	Armlet of Agility	Francisca/Armlet of Agility/Chain Mail	
5	Bandit		9-14	Earth/N	Walking/Semiaquatic	Cup of Life	Francisca/Chain Mail	
6	Archer (M)		9-14	Fire/N	Walking/Semiaquatic	Stone of Swiftness	Short Bow/Hard Leather	
7	Archer (M)		9-14	Earth/N	Walking/Semiaquatic	Crown of Intellect	Short Bow/Hard Leather	
1	Mermaid	Minerva	9-14	Water/N	Trudging/Aquatic	Water Ring	Pike/Water Ring/Chain Mail	Lullaby (Level 10+)

8b ARENA



BURIED TREASURE KEY

- A Group 2
- B Group 1
- C Group 1
- D Group 1

BATTLE CHART KEY

The stage ends when Minerva's HP falls below 20. Try to keep her alive so Aerial will join your party after stage 9a.

Enemy Statistics
Guest Statistics

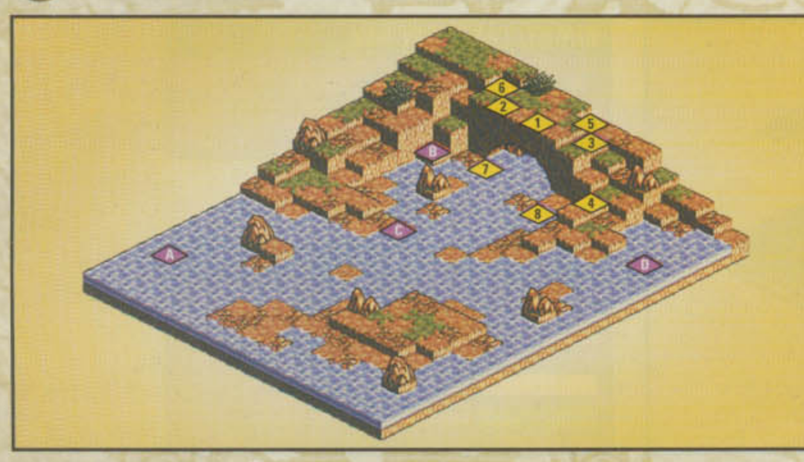
L=Lawful Alignment
N=Neutral Alignment
C=Chaotic Alignment

(L)=Leader
(M)=Male
(F)=Female

Arena Battle Placement

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1(L)	Mermaid	Minerva	11-16	Water/N	Trudging/Aquatic	Water Ring	Pike/Water Ring/Chain Mail/Bandanna	Lullaby/Cheer (Level 15+)
2	Mermaid		9-14	Water/N	Trudging/Aquatic	Sword Emblem	Pike/Plumed Headband/Chain Mail	Lullaby (Level 10+)
3	Mermaid		9-14	Fire/N	Trudging/Aquatic	Crown of Intellect	Pike/Plumed Headband/Chain Mail	Lullaby (Level 10+)
4	Mermaid		9-14	Fire/N	Trudging/Aquatic	Stone of Swiftness	Pike/Plumed Headband/Chain Mail	Lullaby (Level 10+)
5	Hawkman		9-14	Water/N	Flying/Wading	Ice Shield	Halt Hammer/Ice Shield/Chain Mail	Thunder Arrow (Level 10+)
6	Hawkman		9-14	Fire/N	Flying/Wading	Healing Seed	Halt Hammer/Tower Shield/Chain Mail	Thunder Arrow (Level 10+)
7	Octopus		9-14	Water/N	Trudging/Aquatic	Cup of Life		Strangling Tentacles (Level 10+)
8	Octopus		9-14	Fire/N	Trudging/Aquatic	Urn of Chaos		Strangling Tentacles (Level 10+)

9a RANA SEA



BURIED TREASURE KEY

- A Group 1
- B Group 3
- C Group 1
- D Ice Blade

BATTLE CHART KEY

Stage 9a occurs only if Minerva survives Stages 8a/b. Choose option A (Alright) after the fight to have Aerial join up.

Enemy Statistics
Guest Statistics

L=Lawful Alignment
N=Neutral Alignment
C=Chaotic Alignment

(L)=Leader
(M)=Male
(F)=Female

Rana Sea Battle Placement

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1(L)	Mermaid	Aerial	12-17	Wind/N	Trudging/Aquatic	2000 Goth	Trident/Amulet/Thunder Chain	Lullaby
2	Mermaid		10-15	Wind/N	Trudging/Aquatic	Sorcerer's Cup	Pike/Plumed Headband/Chain Mail	Lullaby
3	Mermaid		10-15	Water/N	Trudging/Aquatic	Crown of Intellect	Pike/Plumed Headband/Chain Mail	Lullaby
4	Mermaid		10-15	Water/N	Trudging/Aquatic	Sword Emblem	Pike/Plumed Headband/Chain Mail	Lullaby
5	Fairy		10-15	Wind/N	Flying/Floating	Stone of Swiftness	Bow Gun/Hard Leather	Fairy's Kiss
6	Fairy		10-15	Water/N	Flying/Floating	Cassowary Feather	Bow Gun/Hard Leather	Fairy's Kiss
7	Octopus		10-15	Wind/N	Trudging/Aquatic	Healing Seed		Strangling Tentacles
8	Octopus		10-15	Water/N	Trudging/Aquatic	Cup of Life		Strangling Tentacles

EVERYONE E Mild Violence CONTENT RATED BY ESRB

EPIC CENTER SPECIAL REVIEW



The Medabots have blasted out of their Saturday morning cartoon and onto your Game Boy Advance for some hands-on Robattling, courtesy of Natsume. Cobble together cutthroat contraptions, then compete for medals and valuable body parts in a series of contests.



Metabee Version

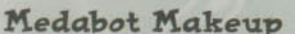
Fans of the "Medabots" TV series should be familiar with the dysfunctional but potent partnership between the Medabot Metabee and his schoolboy Medafighter, Ikki. Metabee's specialty is projectile weaponry. He can launch powerful, short-range missiles from his Head Medapart.

Rokusho Version

Rokusho, the other featured Medabot, is just as dangerous as Metabee—and is, arguably, less clunky on the Robattlefield at the start of the game. The Medabot specializes in close-range attacks with his Sword Right-Arm Medapart and devastating Medaforce shockwaves generated by his Kuwagata Medal.

ROBUST ROBATTLING

Most role-playing games use a turn-based battle system that demands strategy rather than dexterity. Medabots uses a real-time system that demands both skills. The game has a huge catalog of weapons you can acquire and use during Robattles—which creates a mind-boggling number of potential Medabots. Get to know your equipment before you enter the preliminary battles.



Medabot Makeup





Each Medabot is a combination of a hexagonal Medabot Medal, a robotic skeleton and specialized Head, Leg and Arm Medaparts. Before each Robattle, you can customize your Medabot team—a leader and a partner—to best handle the upcoming challenges.

Test Your Medal





Each preliminary match venue offers a practice area to try out your Medabots against active, but not particularly aggressive, opponents before the actual Robattles begin. Take the opportunity to master the game's complicated control scheme.

Parts Is Parts





A Medabot is only as good as his or her Medaparts. You'll start out with only two options for each Medapart, but the different combinations can yield dramatically different results in any given battle.

ROBATTLE AT THE FOREST

You can start at any of the six Robattle sites, but the Forest is home to the weakest opponents. The environment's many sloped branches offer a multitude of strategic possibilities and avenues of escape.

Metabee Version

① 

Avoid contact with the leader—he will reduce your speed with attacks from his Guardian Head Medapart. Drop down from higher levels, pepper him with projectiles, then run.

② 

The opposing leader plays healer to the partner—and runs away from you—in the second battle. Pin him in the corners with projectile attacks.

③ 

The powerful blasts from both the leader and partner will keep you hopping from level to level. Get to high ground, then return fire with your Revolver and Missiles.

Rokusho Version

① 

As the Sword is your primary weapon, you'll need to get close to the leader to take him down. Power up your attacks using the Antenna Head Medapart, then fire your Pipo Hammer.

② 

One good Medaforce shockwave could take out the leader, so keep directing attacks at his head. If you try to nickel-and-dime him, his partner will keep healing him.

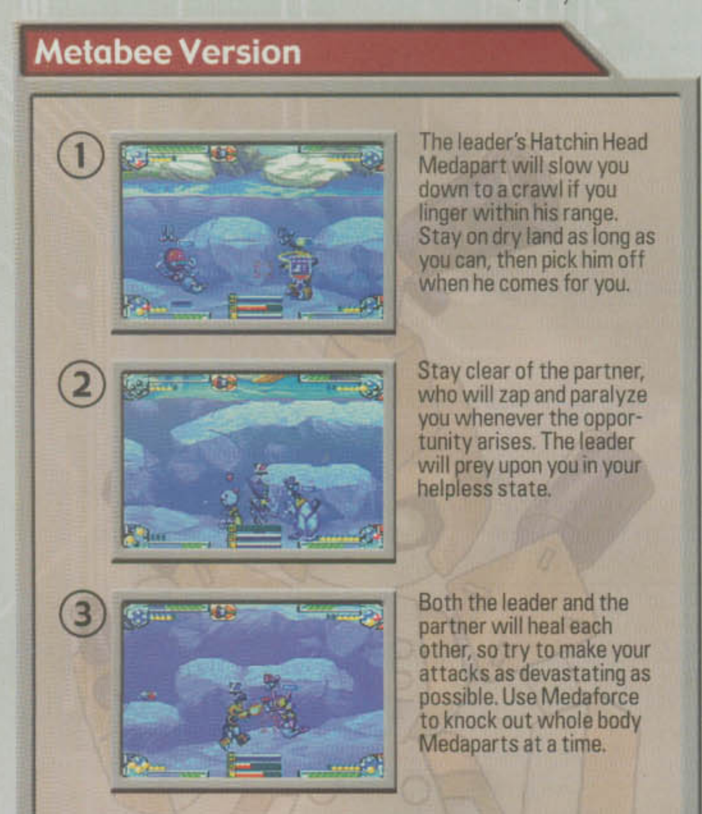
③ 

Both the partner and the leader will pursue you and blast you. They are so aggressive that they won't spend much time healing. Keep wearing the leader down with hit-and-run attacks.

ROBATTLE AT THE LAKE

Mobility should be your main concern while you Robattle at the Lake. Most of the environment is underwater, so you should fit Medabots with all-terrain Leg Medaparts available—like the Sala-Tail—or do your best to stay on dry land.

Metabee Version



1. The leader's Hatchin Head Medapart will slow you down to a crawl if you linger within his range. Stay on dry land as long as you can, then pick him off when he comes for you.
2. Stay clear of the partner, who will zap and paralyze you whenever the opportunity arises. The leader will prey upon you in your helpless state.
3. Both the leader and the partner will heal each other, so try to make your attacks as devastating as possible. Use Medaforce to knock out whole body Medaparts at a time.

Rokusho Version

1. Mount a series of aggressive attacks against the leader. Try to use Medaforce as often as possible, so his partner won't have time to repair any damage.



2. As in the Metabee Version, the partner's paralyzing attacks will set you up for the leader's cheap shots. Keep moving and pound the leader whenever you get the chance.



3. Watch out for the leader's projectile weapon while you set her up for powerful Medaforce assaults. Both the leader and partner will heal each other continually.

ROBATTLE AT THE SEASHORE

The multilevel Seashore environment offers many strategic options—both to you and to your enemies. After studying your opponents' weapons, you can use the varied terrain to avoid their attacks and safely lure them into your line of fire.



Metabee Version



1. The leader will scorch you with flame attacks from his Blastgun Head Medapart if you fail to keep your distance. The fire will slowly damage your Medaparts until it burns out.



2. The leader will pursue you relentlessly throughout the Robattle. Keep taking potshots at his head with your Revolver. Use missiles when he's just above you on a platform.



3. Beware of the partner in the third battle. Her attacks will put you into a state of confusion and cause you to wander around aimlessly. You'll be vulnerable to the leader's attacks.

Rokusho Version



1. The leader's arm attacks are very powerful in the second battle, so you should try to stay below his line of fire. Lunge forward to hit him with your Sword after he fires.



2. Use your Antenna to power up your weapons, then attack the leader's Head Medapart. You'll have a better shot at hitting the leader's head when you advance down a slope while attacking.



3. Concentrate on destroying the leader's Medaparts as fast as you can, but keep an eye on the partner while you do it. The partner may try a sneak attack from above.

ROBATTLE AT THE POLAR REGION

The Polar Region is made up of water and ice—both of which can cause mobility issues if you aren't prepared for frozen fighting. Equip Leg Medaparts that will give you the best grip on the slick surfaces, or learn where you can stand without sliding.

Metabee Version



1. The leader will freeze you if you get too close, so remember to equip missiles and other projectiles. If the leader manages to freeze you, the opposing partner will attack you.



2. If you stay on a flat ledge on the right-hand side of the screen, you can regenerate your Medaforce without fear. The leader and partner won't pursue you, but they will launch Medaforce attacks.



3. The opposing partner has a Blastgun Head Medapart that you should avoid, if possible. Instead, focus your attacks on the relatively weak leader.

Rokusho Version

1. It will be tricky for Rokusho to attack the leader in the first Robattle, as his best attacks require proximity. If you surprise him from behind, he won't have time to freeze you.
2. The leader uses a blocking attack that will destroy your weapon if you try to use it. Stay alert for a red shield that appears over your Medabot when the attack occurs.



3. Both leader and partner will try their best to trap you between them. Try to stay above them and drop down briefly to attack. Keep moving if they pursue you.

ROBATTLE AT THE FACTORY

The Factory's many moving parts can either cause headaches or help you administer them, depending on how well you acclimate yourself. Use the elevators to position yourself above your opponents, then time attacks to maximize head damage.

Metabee Version



1. The leader carries a potent Megalaser, and he isn't shy about using it. Be prepared to jump if you see a red beam shooting toward you across the screen.



2. Speed is life in the second battle. Stay one step ahead of the partner or you'll face the shocking consequences: paralysis followed by Medaforce attacks.



3. Keep moving as you build up your Medaforce, then ambush the leader when you're ready to attack. Don't risk engagements with weaker weapons, like your Revolver.

Rokusho Version



1. Do your best to keep the opposing partner and leader separated in the first battle. They are easier to defeat if you fight them one at a time.



2. Violent hit-and-run attacks on the leader work well in the second battle. Pound on him with your sword until he flashes, then run as fast as you can.



3. Use the moving elements of the factory to your advantage. For example, you can time a ride down an elevator to deliver a Sword blow to the leader's Head Medapart.

ROBATTLE AT THE ANCIENT RUINS

The tiered rubble in the Ancient Ruins rewards speed and jumping ability. Stay in motion until you are ready to attack, and try to avoid getting pinned down on the lowest level. Hit-and-run attacks will yield the best results.

Metabee Version



① Once again, the opposing partner will pursue you then shock you. The partner will also do plenty of permanent damage, too. Try to cut the battle short by concentrating on offense.

② Two identical opponents will pursue you with their Ninja Sword/Dagger combinations. Keep scoring head shots on the leader to wear down his heavily armored head.



③ The leader's All Repair Head Medapart will keep the opposing team healthy unless you destroy whole Medaparts at once. If you don't know what that means, use the Medaforce.

Rokusho Version



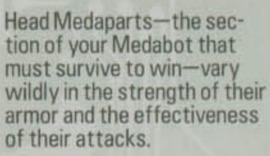
① If you can manage to stay away from the partner's paralyzing attacks, you shouldn't have much trouble taking out the leader. Drop down on him, then smack him with the Sword.



② Don't get stuck between the twin-bladed attacks of your two opponents. They'll tear through you—and your partner won't be able to stop them.

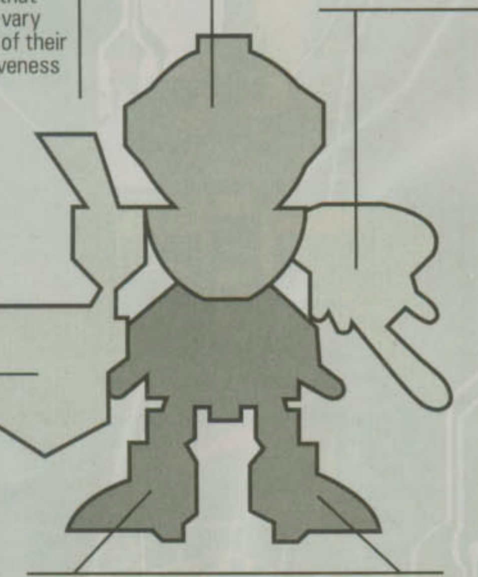


③ The leader's shifting attacks will keep you on your toes, but you should be more worried about your own ineffectual attacks. Keep using Medaforce.



FORMULATING FORMIDABLE MEDABOTS

Tactical skill and dexterity are important elements of successful Robattling, but you shouldn't underestimate the importance of strategic Medabot construction. The Medaparts you choose to attach before battle can lift you up on the wings of victory or weigh you down like an anchor in your eventual defeat. Think carefully about what you'll need before you enter the fray.



Head Medaparts—the section of your Medabot that must survive to win—vary wildly in the strength of their armor and the effectiveness of their attacks.

Your Left-Arm Medapart is your secondary weapon. Your best bet is to select either a defensive or a shooting Medapart for it.

Your Right-Arm Medapart will likely be your most-used weapon. In some cases you'll want a defensive weapon, like the Judge Shield.

Leg Medaparts should be chosen based on the terrain you'll encounter in the Robattle. If you can't be fast, be armored instead.

Match the Medaparts





You'll get a look at the Medabots you'll face on an introductory screen before each battle. Examine them closely then pick the Medaparts that you think will match up well against your opponents from the Team Formation menu.

Gender Blender



You can switch the genders of your Medabots at will in the Team Formation menu by stripping them of Medaparts then pressing Select. Usually, you will have a male with offensive weapons and a female with repair abilities on a team, but sometimes a different combination may serve you well.

ADVANCED ROBATTLING STRATEGIES

As you advance through a few Robattles—and start winning Medaparts, Medals and Medabot Panels—you'll come to understand the incredible number of options available to you. Try out new items in the practice Robattles and study their features in the menus. Experienced Medafighters will win your Medaparts if you don't use them properly in Tournament Robattles.

Medal Core





Each Medapart has a set of characteristics, as does each medal. The medal you choose can enhance the effectiveness of a specific weapon. For example, the Ninja Dagger is powerful when used in conjunction with the Bear Medal, which has a high grappling rating.

Panel Discussion





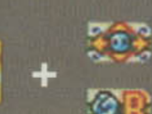
Medabot Panels are pieces of strategy software attached to a Medal that you can activate in your partner during a Robattle. You can pick up to five panels for any given medal, assuming you have acquired at least five panels to use. Highlight panels in the Strategy Selection menu to see what they do.

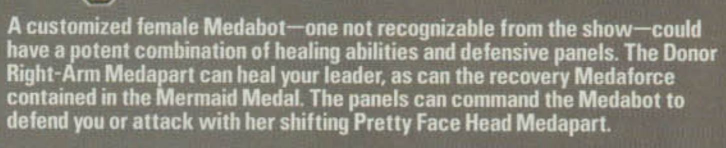
Medaparts of the Puzzle

Putting together a good team can take a lot of thought. When you have a variety of Medaparts at your disposal, you can create characters from the TV show and imbue them with hidden strengths.

 +  +  

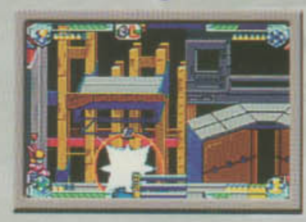
After assembling the Medaparts needed to create the male Medabot Warbandit, you can pair him with the Devil Medal. From the medals panel selection, you can activate You're on Your Own, Use Medaforce, Use Head Part, Attack Enemy with Shooting Parts and Trap Enemy Leader. When used along with the Damage Enemy Defense Medaforce in the Devil Medal, Warbandit's panels will help you set up an opposing leader for the final blow.

 +  +  



A customized female Medabot—one not recognizable from the show—could have a potent combination of healing abilities and defensive panels. The Donor Right-Arm Medapart can heal your leader, as can the recovery Medaforce contained in the Mermaid Medal. The panels can command the Medabot to defend you or attack with her shifting Pretty Face Head Medapart.

Resorting to Medaforce



Medaforce is often the most powerful weapon at your disposal. Check your medals to see which of them will deliver the most effective blow or help the most in a tough battle.

Boosting Power



You can shift between the five preset panels by pressing the R Button during a Robattle. Your partner will drop what he or she is doing then follow your command.

Don't Forget Power-Ups





Certain weapons, such as the Megalaser, will release a more destructive discharge if you hold down the B Button for a second or two before releasing it. Other weapons will fire repeatedly if you tap the B Button. All of the weapons eventually run out of ammo or require a recharge, however.



ROBATTLE THE WORST ENEMY OF ALL

The fun's not over after you've reduced all the enemies in the game to scrap metal. Find a friend with a Game Boy Advance and a Medabots AX Game Pak, link up with a Game Link Cable, then unleash the robotic fury of your creations. You can also trade Medaparts and, if you're lucky, win them in Robattle. Remember, you can also lose Medaparts.

Get the Hookup





To set up a Multiplayer Robattle, make sure you and a friend (or enemy) both have Medabots AX in your GBAs and that you both select the Multiplayer Mode screen. The two human Medafighters can then proceed to the environment for any Robattle stage in the game.

The Big Medagamble





The Multiplayer Mode Robattles are similar to the high-level Robattles in the single-player game: If you lose, you lose a Medapart. On the other hand, there is no Medapart more satisfying than one taken from a friend.

Prepare for Robattle





Just as you would before a Robattle in the single-player game, you must outfit your Medabots with the most effective combination of Medaparts possible. Meanwhile, your friend will also put together a powerful team.

Swap Meet





If you are looking for a specific Medapart that you can't acquire in your version of the game—or you are just too lazy to win the requisite battle—you can link up with a friend to trade equipment. Choose what you give up carefully—you may need it later.

Function Ceased

After you Medafight your way through the six preliminary matches, you'll be able to enter the Tournament and the real fun will begin. Face off against familiar friends and foes from the Medabots cartoon while you vie for the championship. If you manage to win, you can return to the original six Robattle environments to take on the Rubberobo gang. Only the most stalwart Medafighters will be able to thwart the Rubberobos' insidious scheme.









The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

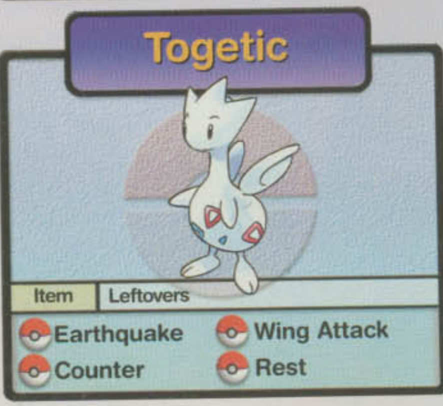
Eric Schneider has an interesting team that he wanted to share with us. We'd like to share, too—while Eric's team works pretty well as a traveling party of Pokémon, it is a bit lacking as a battling team, which is really what the Colosseum is all about. Eric doesn't have to change a thing about his team, but if he wants to make it a better group of battlers, he might want to rethink a few moves and Pokémon. We're sure Eric has a great time playing Pokémon Crystal with his team, no matter what moves his Pokémon have!













If Eric is interested in strengthening his team, he should add powerful, high-accuracy moves and some recovery moves to his team. Sandslash is a Ground-type, but it uses mainly Normal-type moves. Earthquake could replace Sandslash's Cut or Strength. Hydro Pump appears twice on the team, but Surf is a more accurate choice. Victreebel could use Giga Drain to attack and to recover HP. Eric should probably diversify the types of creatures on his team—as it is, three of his team members are weak against Electric-type attacks, and three are weak against Ice-type attacks.



Gyarados has two Water-type moves. That arrangement might make sense in the Pokémon game, but it's all wet as a battling strategy. Eric fares better with his treatment of Thrash—the move has decent attack power but causes confusion, so Eric gave Gyarados a Bitter Berry to clear up the confusion.

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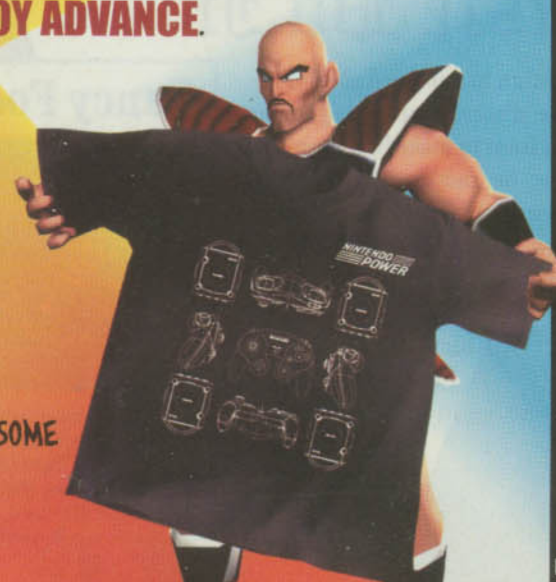
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Konami cracks the whip and unleashes a new brood of bloodsuckers on Game Boy Advance. Juste try to contain yer Castlevania mania.

Castlevania® Harmony of Dissonance™

Heir to the Horror

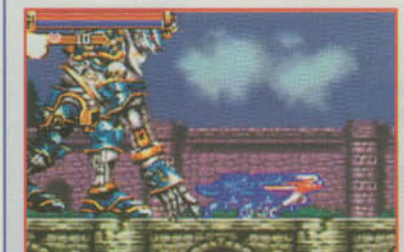
Castlevania: Harmony of Dissonance takes place many years after Castlevania: Circle of the Moon ends. Juste Belmont, descendent of Dracula-destroying Simon Belmont from the previous game, must take up the whip to investigate the disappearance of his lovely lady friend, Lydie, in not one, but two, strikingly similar structures. The game's release date was changed at the last minute, so look for Castlevania: Harmony of Dissonance at the end of August.

TEEN T — CONTENT RATED BY ESRB
Mild Violence
Animated Blood

Juste Do It

In addition to improved graphics—like the distinctive blue highlights around Juste to make him more visible as he moves—Harmony of Dissonance (HoD) has several new features that will freshen up your experience as you explore the musty tombs and harrowing halls of the castles.

Fancy Footwork




The Dash move is perhaps the most important new feature in HoD. By pressing either the R or L Button on top of the GBA, you can streak a short distance forward or backward. The move is particularly effective when you must jump forward to attack an enemy then leap backward to avoid reprisals. Keep Dashing to move quickly over flat surfaces.

Bargain Basement





In addition to the castles' many other features—such as Zombies and Ghosts—they now have several convenient shopping locations, each staffed by the same attentive merchant, when he bothers to show up. If it weren't for the shops, you'd just collect bags and bags of money, thoughtfully hidden in candelavbras, for no good reason.

Lotsa Lashing





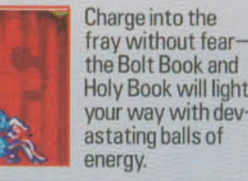
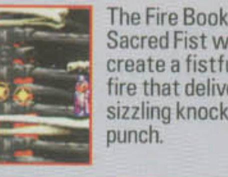
While Circle of the Moon offered a spinning attack, HoD gives you full-on flogging control. Simply press and hold the B Button to release your whip, then flick it in any direction using the Control Pad. Accuracy will be rewarded with a critical hit. Increase the power of the whip by affixing magical tips to it.

Throw the Book at Them

If you thought book collecting was for sissies, wait until you drop any of the elemental Spell Books into your tote bag. The terrible tomes will imbue your secondary weapons with devastating power. The hidden Summoner Tome Spell Book may provide you with even greater power.



After you pick up the Monster Tome in the early stages of the game, you'll be privy to secret information about your enemies. If you have a choice of Spell Book to use, you can adapt your elemental attacks then capitalize on a foe's weakness. The encyclopedia also tells you each enemy's Hit Points and value in Experience Points if you defeat it.

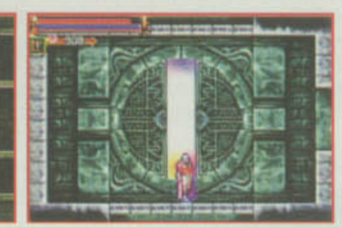
	Fire Book	Ice Book	Bolt Book	Wind Book
Dagger	 Combine the Fire Book with Dagger secondary weapons to create fireballs that will bounce across the screen.	 Daggers and the Ice Book will generate swirling salvos of subzero missiles.	 The Bolt Book and Daggers will conjure a storm of projectiles that rains down on monsters.	 Rapid-fire Dagger attacks are a breeze if you combine the secondary weapon with the Wind Book.
Axe	 Your Axe will transform into two swirling fire dragons when you combine it with the Fire Book.	 A deadly icicle will pierce your enemies when you combine the Axe with the Ice Book.	 Become a human power transformer and send bolts of electricity in several directions when you pair the Axe with the Bolt Book.	 Air currents will keep your deadly Axe aloft when it's equipped along with the Wind Book.
Cross	 A flaming Cross will spin through your enemies when you use the Fire Book to ignite it.	 A crystal star will rain razor-sharp shards when the Cross crosses with the Ice Book.	 A spinning carousel of Crosses will pummel enemies when the weapon is powered by the Bolt Book.	 A protective circle of spinning Crosses will appear around you when you use the Wind Book.
Holy Water	 Holy Water will become a great ball of fire if you use it in conjunction with the Fire Book.	 Mix the Ice Book with Holy Water to create exploding balls of enemy-eradicating ice.	 Power up your vertical voltage with a hair-raising combination of Holy Water and the Bolt Book.	 Enemies will scramble for steel umbrellas when the Wind Book and Holy Water unleash a lethal rainstorm.
Holy Book	A swirling vortex of fire will churn up from the combined pages of the Holy Book and the Fire Book.	An ice-blue avalanche of destruction awaits your enemies when you equip the Holy Book and Ice Book.	 Charge into the fray without fear—the Bolt Book and Holy Book will light your way with devastating balls of energy.	A tornado of tomes will tear into monsters when you pair up the Wind Book and the Holy Book.
Sacred Fist	 The Fire Book and Sacred Fist will create a fistful of fire that delivers a sizzling knockout punch.	 Your Sacred Fists will grasp chilling Daggers of ice if you combine the weapon with the Ice Book.	  Hold the Bolt Book in your Sacred Fist to broil bad guys with blazing blasts of energy.	 Wind up with the Wind Book to release a supersonic, Sacred Fist sucker punch at your enemies.

Castles of the Mind

After you've battled your way past Max Slimer, the globular villain in the Clock Tower, Death will approach you for a little chat. The sickle-wielding sicko has disturbing news for you: The castle is actually two castles connected by Warp Points.

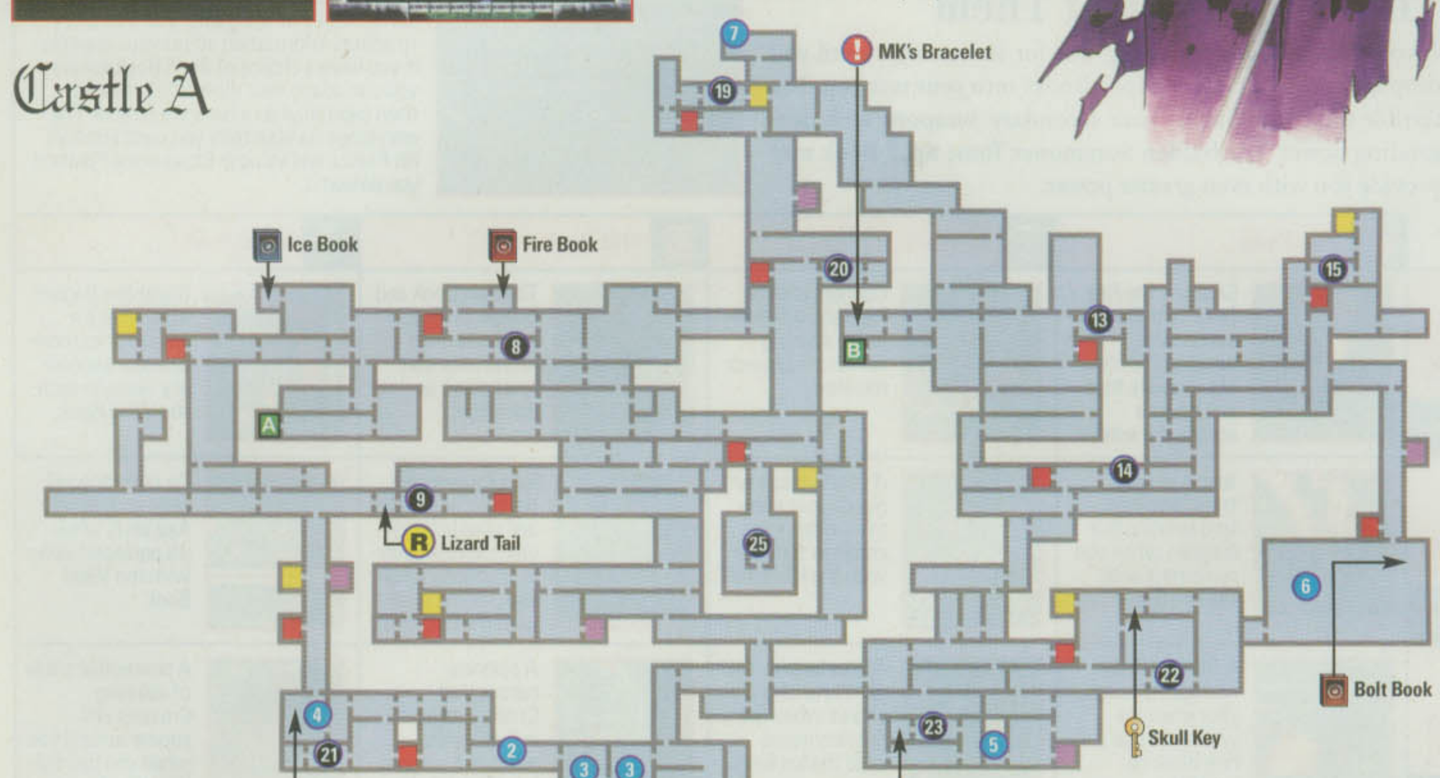
Castle Transit





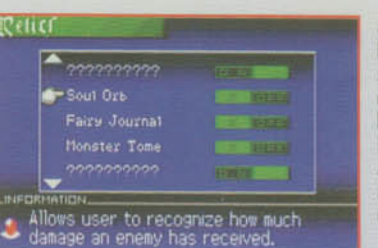
Initially, you'll find only the fixed-location Warp Points, which transport you between one point in castle A and one point in castle B. Multiple-location Warp Points will warp you to the same spot in the opposite version of the castle if you press Up on the Control Pad, or cycle you through each of the previously opened Warp Points in the same Castle if you press Down.

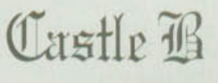
Castle A



Relics of a Dark Time

You'll need to collect Relics in the castle that Dracula left behind after he was defeated. The first few Relics you'll discover, such as the Monster Tome, will help you identify and understand enemies.





Select the Relics Menu on the pause screen to view descriptions of the Relics you've collected. Each one has an effect on your abilities that you can turn on and off.



Lizard Tail

The Lizard Tail gives you the reptilian agility you need to slither through tight spaces. Fight the Living Armor to get the Relic.



Sylph Feather

The Sylph Feather allows you to double-jump to platforms. Revisit areas you've explored to grab items that were previously out of reach.

Griffin's Wing

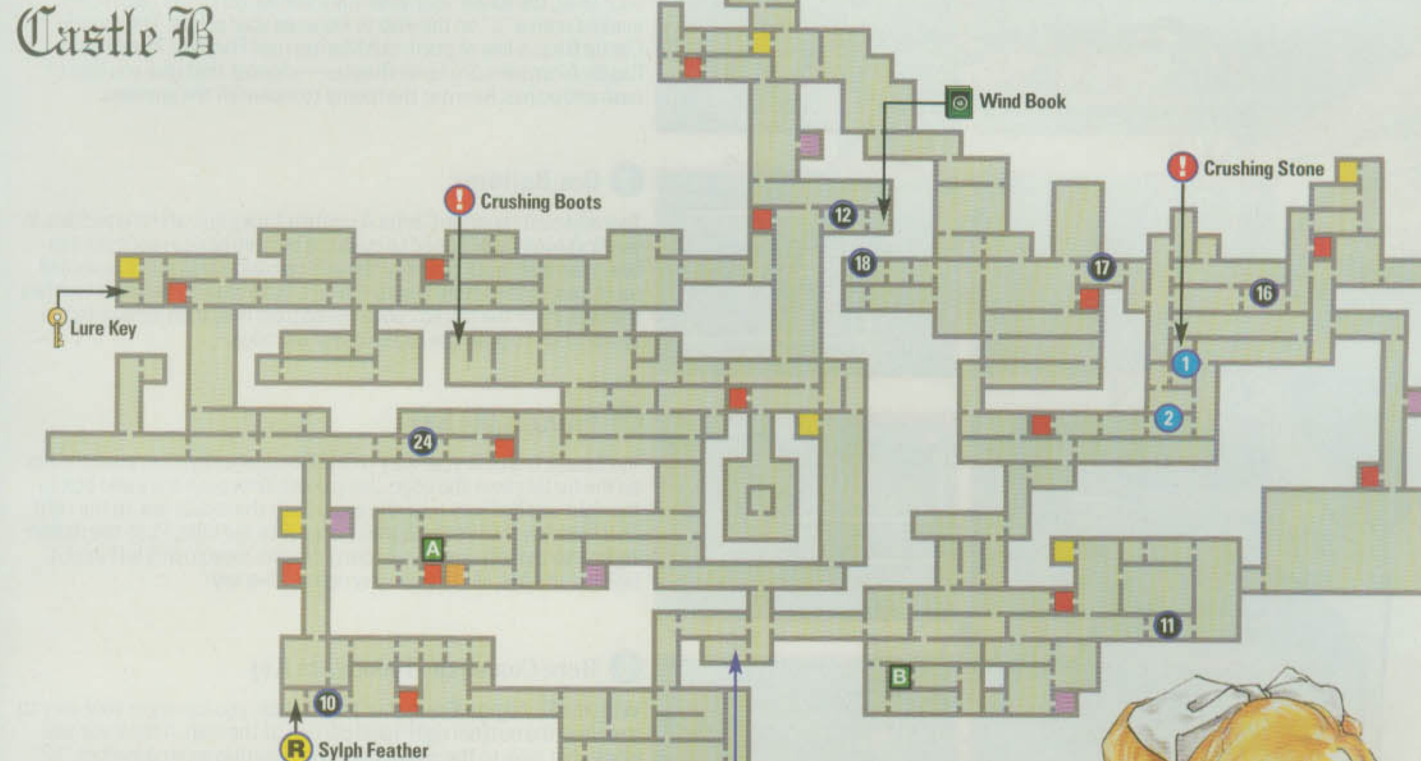
When a double jump won't do, use the Griffin's Wing to rocket up to new heights. You can use it twice in a row if you time your jumps correctly.

Vlad Bags



Pieces of Dracula are scattered around the castle like Easter Eggs. Don't let them gross you out—each of them provides improved stats or healing effects. Collect them if you can.

Castle B



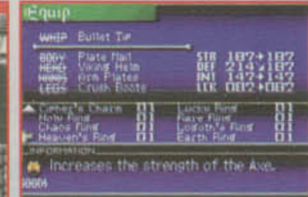
Map Key

- Save Point
- Warp Point (Fixed)
- Warp Point (Multiple)
- Shop
- Helpful Tip
- Boss Tip
- Key
- Necessary Item
- Relic
- Spell Book

Treasure Hunt

You'll find many useful items as you travel through the castles. Many will increase your effectiveness as an adventurer. Other items are essential to your progress.





When you pick up an item, it will automatically be added to your inventory. Some items are single-use—such as healing items—while others, like garments, can be equipped on part of your body. When you equip items, check to see how they affect your stats.

Keys to Success



Floodgate Key

The Floodgate Key will drain the water from a chamber near the Griffin's Wing. Check Helpful Hints 4 and 5 for how to use the item.



Skull Key

You must open doors marked with a skull symbol—like the one on the data screen as you start the game—by using the Skull Key. See Boss Tip 22.



Lure Key

You'll need the Lure Key to open glowing, locked doors in the Castle. It's near a Warp Point in Castle B.

Necessary Items



Crushing Stone

When you equip the Crushing Stone, you'll be able to knock down stone doors with your whip. Hold down the B Button to charge the whip, then release it to knock down the wall.



MK's Bracelet

You can open a door at the top of the castle after your friend Maxim gives you a bracelet. Check Boss Tips 18 and 19 for details.



Crushing Boots

The Crushing Boots, when combined with the power of the Griffin's Wing, give you the power to smash through certain strong doors in the ceiling.

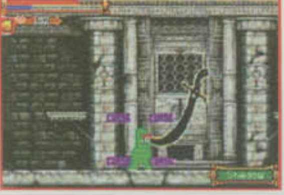
Cozy Castle



As it turns out, Juste is into interior decorating. As you collect items like paintings and candlesticks, you can place them in a room that appears in either version of the castle. Furnishing your room is an optional objective.



18 Shadow: Level 30 Recommended



The Shadow of your friend Maxim's evil twin resides in Castle B, and you'll need to destroy it before you can meet your friend in Castle A and get his bracelet. The shadow is invulnerable while it's in the form of a face. Wait until it changes shape, then attack. Be extra careful when the Shadow is in the shape of a sword. It can put a curse on you.

19 Pazuzu: Level 34 Recommended



MK's Bracelet will give you access to the room with Pazuzu, but you'll need to rely on your wits to defeat him. Avoid his pouncing attacks while he's in the air, and steer clear of the wee devils he summons when he stands on the ground. He'll also shoot fire at you intermittently. After you defeat him, you'll see Lydie for a moment before Death whisks her away.

20 Minotaur Lv2: Level 36 Recommended



The second Minotaur boss is tougher than the first one but relatively easy compared to other bosses at the end of the game. Avoid its ball-and-chain attacks to defeat it. It guards a room that contains the Steel Tip for your whip.

21 Legion Corpse: Level 38 Recommended



In case you didn't get enough of the Legion boss, you'll be able to fight its corpse in an even more difficult battle. Break through to its evil center by attacking the outside of the corpse repeatedly. Watch out for its falling eyeballs—they can curse you. All you get for beating it is a Life Max increase, an item you may want for future boss battles.

22 Talos: Level 42 Recommended





Talos is so heavily armored, the only way you'll be able to cause damage will be by hitting its knee. Keep attacking the boss relentlessly to prevent it from pinning you against the wall. Try to stay away from Talos's sword swipe attacks when its weapon is at ground level. After you defeat it, you'll be able to reach the room that contains the Skull Key. To access the key, you'll need to find the Griffin's Wing.

23 Death: Level 44 Recommended





Death has spared you for many levels, but you'll need to face the gruesome beast after all. Try to get behind Death when it throws its sickle, so you can attack it while it waits for the weapon to return. Once you've destroyed the first incarnation of Death, a wormlike version of the creature will appear. As you try to destroy its head, you can stand on its back—but watch its tail. A room containing the Griffin's Wing is just beyond Death's door.

24 Cyclops: Level 46 Recommended





The Cyclops doesn't guard any critical items, but you'll have an easier time getting through Castle A if you defeat it. Concentrate on avoiding its hammer and dash attacks while it's moving, then retaliate while it stands still. Its powerful attacks will make short work of you if you aren't careful.

25 Evil Maxim: Level 50 Recommended





Once you've opened the final boss chamber on the roof of Castle A, enter the room for a psychedelic battle royal against the evil incarnation of your buddy, Maxim. The bad Maxim will swipe at you rapidly and throw his weapon at you. To complicate matters further, Maxim with split into several versions of himself, but only one of them will take damage.

Return for Relics

You can defeat Maxim without finding all of the secrets hidden in the castles, so try to make a return visit to collect extra goodies. See if you can pick up all of Dracula's remains, or decorate every surface of your room in the castle with bric-a-brac. You'll find plenty to do before you put away your whip and Spell Books.

LOOK WHAT'S MAKING A SPLASH THIS MONTH!



TITLE WAVE

- RAYMAN ARENA
- FROGGER: THE GREAT QUEST
- GUILTY GEAR X ADVANCE EDITION
- INVADER
- MONSTER FORCE
- MUPPET PINBALL MAYHEM
- NASCAR HEAT 2002
- TIGER WOODS PGA TOUR GOLF
- ZOOCUBE




RAYMAN ARENA





Gamers looking for a little multiplayer action will find it in Rayman Arena for the Nintendo GameCube. One to four players can enjoy the fast, frantic action in the battling arenas and on the racetracks. A host of characters from previous Rayman games join in on the fun.



Toss energy balls at your opponents in Battle Zone. Try to snag better weapons from the field.



You have only one weapon in Freeze Fight—tiny balls of ice that can stop your opponent in his or her tracks for a short time. To win, pick up more glowing orbs than your opponent and freeze him or her when necessary.



Hit Y on the striped Speeders to give your character a speed boost, which is essential to winning any race.



You must beat your opponent's time by six seconds to win in Time Attack. Look for the shortcuts.



Pick up power-ups, like the ability to freeze your opponents. Then you'll be unstoppable!



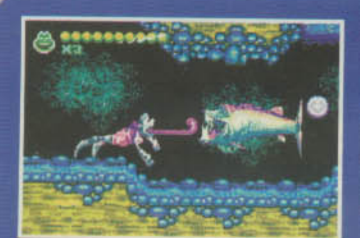
POWER PLAY

As you win competitions in the single-player mode, you'll unlock more characters to play with!



FROGGER: THE GREAT QUEST







Frogger's second Game Boy Advance game finds the green hero on a mission to meet a princess he can kiss to become a prince. Unlike Frogger's Adventures: Temple of the Frog, the game owes more to traditional platform games than it does to the Frogger arcade games.



Blue coins lead to diamonds, which help you get a good grade in each level. Follow the blue trail to riches!



The sparkling, bluish bugs and shrimp restore Frogger's health. Snap your tongue at them with B.



You can direct your tongue to hit enemies in any of four directions—up, down, left and right.



You need to collect 50 tokens from Slick Willy's machines. The cats will try to steal the tokens.



In Fairy Land, you can hurl little ice balls that will freeze enemies for a short time by pressing L.



Just before entering Starkenstein's Castle, you'll gain the ability to freeze enemies for longer periods.



POWER PLAY

Finish a level with an "A" grade to open up a bonus area. Regardless of your grade, you'll gain certain powers like the double jump and glide after you complete a level.



GUILTY GEAR X ADVANCE EDITION







Fighting games are relatively tough to pull off on the Game Boy Advance, but Sammy delivers the goods with Guilty Gear X. A rowdy crew of sharp-dressed fighters with serious attitudes fights in several different types of battle modes, including Arcade, Survival, Tag Match and 3-on-3 for one player and Vs for two players, two Game Paks and two Game Boy Advances. Anyone can jump into the battles and quickly win a few rounds, especially on the lower difficulty levels.



In Arcade Mode, you get a quick glimpse of your chosen character's moves before your first match. Try to remember the moves if you can.



Press Forward plus A to throw your opponent, which will help you pull off one of your time-consuming moves. You have to be very close to your opponent to throw him or her.



Use your moves wisely. Timing is very important in Guilty Gear X. You can hit opponents for a short time after you've defeated them. Try to end with a flourish.




Hit the R and A at the same time to send your opponent into the air. Push Up to follow your opponent and continue attacking while airborne. Try to combine moves on the ground and in the air to attack your opponent continually. If you attack relentlessly, your opponent won't be able to fight back.



POWER PLAY

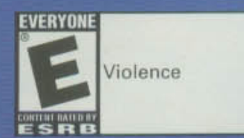
Change your character's outfits and the background colors to your heart's content by choosing Color Edit from the Options menu.





INVADER





Violence

The blistering arcade-style shooter, Invader, sends you into battle as one of two heroes—Kellus Five or Decheus Mas. The heroes call two different planets home, but they've united to fight their common enemy, an evil insectoid army known as SWARM. The fast and furious action is sure to test your nerves and reflexes, and you can't help but lose a life here or there—too much is going on at once.





Try to stay far away from your enemies and take them out quickly. Enemies may drop coins, weapon upgrades or power upgrades. Pick them up and remember to be wary of other attacks while you collect your spoils. You can use coins to buy items in the shop from the pause menu.



POWER PLAY

There are three difficulty levels to choose from, and you can select the number of lives and credits (continues). The game is very difficult—infinite credits are recommended.



You have room for two weapons on your ship, but you start with only one rather weak weapon. Use the R Button to switch between weapons once you've picked some up.



The weapons are represented on-screen by animal-shaped icons. Each weapon has three power levels. Pick up the life preserver-shaped icons to raise your levels.



The boss ships have a tremendous amount of firepower and more than one weapon. Learn their attack patterns, then target each weapon when you have an opening.





MONSTER FORCE





Mild Violence

Dr. Frankenstein has been kidnapped, and it's up to a plucky group of teen monsters, Frank, Wolfie and Drac, and the doc's robot assistant, Igor, to find him. The monsters battle through spooky areas like graveyards and abandoned villages, earning atoms that allow them to buy tools and relics to aid their quest.





Orange pumpkins are strong—you'll need to use a charged-up shot to see what's inside. You can hit multiple pumpkins with a single charged-up shot. Hold the B Button for a short time to charge your attacks.



Attack multiple enemies with one charge shot. The more baddies you hit, the more atoms you earn.



POWER PLAY

The pause menu gives you info on your chosen monster's stats. It also shows the tools you've collected and a small blurb about what they do for you.



Shoot Shadow from a distance, then run away from it. Use tools and charged-up shots when you can.



Hit the green pumpkinheads with six rapid normal blasts to destroy them quickly. Their bites are nasty.



The pumpkin spiders will continue to appear until you blast the magenta fire they emerge from.







MUPPET PINBALL MAYHEM



Kermit and his pals mix puppets with pinball in Muppet Pinball Mayhem for the Game Boy Advance. Theme boards feature the famous foam-rubber creatures Kermit, Miss Piggy and Gonzo. Play the Competition Mode just as you would in an arcade. Up to three of your pals can take turns with you on any of the three open boards. The intensely challenging Adventure Mode sets the bar very high for you to continue—practice in Competition before attempting it.



You can spell out "Muppet" and "Piggy" on Kermit's board. When prompted, send a ball through the gold ticket spinner to acquire an audience for the Hollywood Frog.



Miss Piggy's pastel board has special areas where you can spell "Kermie" and "Muppet," and an area called Miss Piggy Sings. It's easy to tilt the ball to safety on her board.



The unidentified flying Muppet has many props from his human cannonball days on his board, including the cannon that shoots the ball into play. Some of the bumpers are chickens!





Spell out a word a few times to enter a Frenzy. Your ball will sparkle with a trail of stars, and you'll score big points if you can keep the shimmering ball in play. Your Frenzy will end when you lose the ball. The stars can be distracting.



POWER PLAY

You can tilt the game by using the Control Pad or the B Button. Don't overuse the skill or you'll lose a turn, just like in the arcade!







NASCAR HEAT 2002



The heat is on in NASCAR Heat 2002, which lets up to four players fulfill their need for speed. The game features Single-Pak and Multi-Pak link games, so your pals can play even if they don't have the game. Several modes of play put you right in the pro racing action, from Beat the Heat's quick challenges to the Career Mode's long-term play.



POWER PLAY

Turn Pit Control off to sneak a little extra time for yourself, or turn it on to keep things as realistic as possible. Your pit stops will give you a break in play, but that's not always a good thing if you're in the zone.



Beat the Heat's challenges are a new twist on the time trial. You're given a time limit, a goal and a running start—the rest is up to you. Beat the Easy difficulty to open the next level, and so on.



Career Mode allows you to join a racing team and start your own path to glory. You have to overcome a different challenge to join each team. Some requirements are harder to meet than others.



Select Single Race to jump behind the wheel and start racing straight away. You won't be able to join a team, but you won't have to beat any challenges, either.



Race with some of NASCAR's brightest stars to beat the track record in Time Trial Mode. Famous cars and drivers like Jeff Gordon and Dale Earnhardt Jr. are along for the ride.





TIGER WOODS PGA TOUR GOLF





Golf aficionados have a lot to enjoy in Tiger Woods PGA Tour Golf. Eager players can jump right into the game to hit a few balls as Tiger himself. People with more time and patience can join the PGA Tour as any one of several pro golfers. Players can also hit the links with friends.



Before you hit the ball, check the hole with the B Button, and change your stance with the Control Pad.



The game will select a club and power for you, but if you like you can change them with the R Button and Select. Hit A once to start the swing, then twice more to control it. Time the swing as shown to hit a nice shot.



POWER PLAY

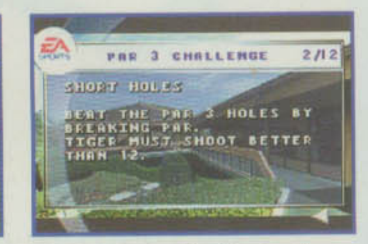
It's called Tiger Woods PGA Tour Golf, but you can select from many household-name golfers, including the famous cat himself. Check out their stats before you choose!



Hit A to start a putt, then hit A once more to choose your power. Less is more when putting.



The game posts updates after every hole, so you can keep track of your standing and the competition's.



You can play head-to-head with friends or try the Par Challenges of the Play Now Mode.



ZOOCUBE





The 3-D stacking thrills of ZooCube will have you thinking about puzzles in a whole new way. Even if you're used to creating stacks of blocks, colors or shapes, the addition of the 3-D spinning movement will create a new challenge for your brain to overcome. As shapes float toward the ZooCube, you must try to match them with identical objects so both will disappear and keep the stack's height down.



POWER PLAY

Pick up the outside items like the rocketship and ice cream with a spin of the ZooCube, or drop shapes through the items to get more points. Don't confuse yourself and mess up your progress while doing so.



Spin the ZooCube up, down and around to match the shapes. If you have a stack of shapes, you can cycle through them with the R and B Buttons. Hit A to make the closest shape fall faster.



As you go up in levels, you'll enter a seamlessly integrated bonus level that allows you to pick up items and earn extra points. Your ZooCube will have a single layer of different shapes. Match them to do well.



Sometimes, shapes will have an extra object attached to them. You can score extra points by matching the objects as well as the shapes. You won't lose anything if you can't match the objects.



Each side can have up to five shapes on it. Use the falling bombs or your own smart bombs (L plus R) to clear the colorless stack of five. A sixth shape on that side will end the game, so look sharp!


GRAVITY GAMES
bike
STREET • VERT • DIRT


RATING PENDING
RP
CONTENT RATED BY
ESRB


MIDWAY
SPORTS
Asylum

MEGA MAN™ BATTLE NETWORK 2

A rash of computer viruses has been bugging major cities, and it's up to a whiz kid and his cyber-sidekick, Mega Man, to delete the pests. Log on for a computer-crashing course on boss battling and more in a high-tech quest from Capcom that's sure to keep you wired.



GET WITH THE PROGRAM

Picking up where the first game left off, Mega Man Battle Network 2 for GBA furthers the adventures of schoolboy Lan and his online companion, a virtual version of the blue bomber named Mega Man.EXE. You'll alternate playing as the two heroes—in the real world, you'll play as Lan to help out citizens, hunt down crucial items and log on to computers. Once you're online, you'll play as Mega Man, who'll be able to use over 100 Battle Chips to engage beastly computer bugs in real-time combat.







MEGA MAN VERSION 2.0

Mega Man Battle Network 2 is very much like the original GBA game from last year—an action-packed adventure charged up with frenzied combat and plenty of power-ups to collect, buy and trade. In addition to an all-new story and uncharted places to explore, the sequel introduces several new features.

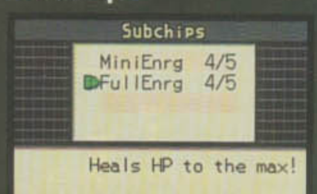
Multiple Folders





To arm Mega Man for his virus-busting battles, Lan must first send weapon and power-up data contained in the various Battle Chips you find in the game. Mega Man receives random chips from your collection when battling, and you can organize your favorites into multiple folders. Each folder can hold up to 30 Battle Chips.

Subchips



Mega Man can use Battle Chips only when he's in combat. New power-ups called Subchips are available to Mega Man when he's navigating the mazes of cyberspace.

Fight or Flight



You must use specific strategies to eliminate the countless varieties of viruses. For battle tactics and other useful info, consult one of the many bulletin boards located in the cyberworld. If a strategy isn't working for you in combat, the game offers the new option of fleeing from battle.

Transformations



As you play through the game, you'll be able to evolve Mega Man's appearance. The new style will change Mega Man's abilities, and his enhanced powers will be particularly effective against specific types of enemies.



New Battlefields



As in the original, Mega Man battles from his half of a six-by-three grid. The sequel dresses up the grids with new surfaces, which you can use to your advantage.

New Obstacles



Boulders that block up the grid can make battling rocky. The obstacles can get in the way, but you can also use them as shields against particular attacks.

New Enemies



Though many of the original viruses from the first game have infested the Net in the sequel, Mega Man will also run into plenty of brand-new computer pests.

AIRMAN

The first boss you encounter has messed with the ventilation program in the home of Lan's classmate, Yai. Boot up Mega Man inside her house to stop the poisonous gas that's flowing through it. As Lan, you'll be able to clear out the fumes in the bathroom by using one of the fans Yai keeps in her bedroom display case. When the air is clear, fire up Mega Man to destroy the cyber-villain who's causing the trouble.

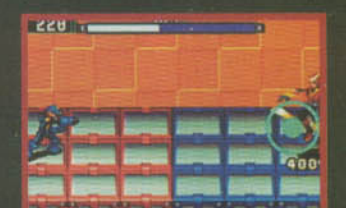




To knock the wind out of AirMan, you must whittle down his 300 Hit Points. AirMan will try to defeat you first by releasing tornadoes. Weave through the trio of blue tornadoes and avoid the glowing yellow squares on the grid—a tornado will originate there and travel in a straight line across the board.

QUICKMAN

After defeating AirMan, be sure to return home and sleep in your bed or you won't trigger the events that will lead you to QuickMan the next day. After a good night's sleep, Lan must go through a long series of events before reaching Okuden Valley, where he and his friends go on a camping trip. When the site's dam explodes, deactivate the detonators at the camp site. Confront camper Dave to find the fourth detonator as well as QuickMan.





As his name indicates, QuickMan is superfast, and his quick reflexes enable him to deflect almost any attack you send his way. He's most vulnerable when he's zipping from square to square, so execute your attacks (Roll and Time Bomb work well) when he's on the move.

CUTMAN

When Lan finds a message in a balloon from Yumland, he decides to do his school project on the city. Unbeknownst to Lan, the evil group of NetCriminals known as the Gospel has disposed of Yumland's king and turned the place into a ghost town. To reach the city, you must first upgrade your NetBattler license to the ALicense. Pass the test at the Center in Marine Harbor so you can access Yumland, the world where CutMan lurks.





CutMan boasts 600 Hit Points, and he attacks by tossing blades, including boomerang scissors that travel across three squares before returning. To seek shelter from the boomerang, use the PanlGrab on the top and bottom rows so you can prevent CutMan from mounting attacks in the middle row.

SHADOWMAN

Lan's father works upstairs in the Center at Marine Harbor. When you visit him, he'll give you the Anti-ShadowMan, a weapon that will help Mega Man and his fellow virus-buster, ProtoMan, fend off the fourth boss. Before you have a chance to drain ShadowMan of his 800 Hit Points, though, his lackeys will intervene. Because of their interference, you'll be left to battle ShadowMan without the assistance of pal ProtoMan.





At first, grass covers the entire grid. Use the lawn to your advantage by starting out with a Spice attack, which damages any enemy standing on the grass. When ShadowMan clones himself, attack the one with the Hit Points display—that's the real ShadowMan.

PROTOMAN

The Gospel's viruses have taken their toll on the city of Netopia. Mega Man and fellow virus-buster ProtoMan both jump to mistaken conclusions that the other character is responsible for the trouble. Normally, ProtoMan is your ally, but he becomes your rival in the fifth boss battle. Clear your name by battling ProtoMan and wiping out his 800 Hit Points.





Like QuickMan, ProtoMan is swift with the defensive moves, and he'll be able to fend off most of your attacks. ProtoMan's sweeping sword swipes are hard to avoid, and he'll cross over to your side if you play possum. Retaliate with attacks that affect large areas, such as the Remobit, Satellite and GutsMan.

KNIGHTMAN

Once you've defeated ProtoMan, you'll discover that the culprit is actually Netopia's princess and her online partner, KnightMan. Though the noble cyberknight has doubts about his master, he'll follow her orders and attack you. KnightMan boasts 800 Hit Points and protective armor. His metal suit is effective only when it's gray. If it turns purple, you'll be able to penetrate his armor.





Stand in the same row as KnightMan so he throws his spiked ball at you. He'll turn purple when he throws it, so go on the attack. Repeat the process, then dodge the rocks he drops on you. Create holes on his side of the arena and use the Geyser to attack.



BATTLE YOUR FRIENDS

Mega Man Battle Network 2's Multi-Pak feature allows you to trade chips and battle a friend for fun or for Battle Chips. To access the two-player mode of the game, pause your adventure and select Network from the menu.

Practice



Hone your skills by battling a friend. Players will be able to access their personal folder of Battle Chips to put their personalized Mega Man to the test.

NetBattle



Whenever Mega Man wins a battle, he'll receive some sort of reward for his effort. When two players link up for a NetBattle, they'll put one of their chips on the line.

Trade



If you'd rather not fight over chips, you and a friend can swap goodies. You can do chip-for-chip trades or simply give them away for free.

NEW BATTLE CHIPS

The original Mega Man Battle Network came loaded with over 175 Battle Chips. In the follow-up, you'll be able to collect those chips as well as several all-new Navi Chips, which enable you to summon other cyber-battlers, known as Net Navis. Some of the cooler chips appear below.

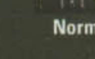
ToadMan
ToadMan's attack croaks out a shocking melody that can paralyze your foe.


Electric

QuickMan
Spread damage across an entire row of the battle grid by tossing a QuickMan boomerang.


Normal

CutMan
Cut your opponents down to size with a scissor attack that affects one square.


Normal

SnakeMan
For a long-distance attack, release the snake, which lashes out at faraway enemies.

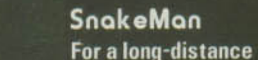

Wood

ThunMan
To strike down your rival with lightning, brew up a storm with the ThunMan attack.


Electric

GateMan
For a triple threat, march out the GateMan attack, which sends out three charging soldiers.


Normal



THE BATTLE RAGES ON

This month's Mega Man coverage details strategies for defeating six of the game's bosses, but more Net Navis remain and the battle is far from over. Like a microchip off the ol' block, Mega Man Battle Network 2 features hours upon hours of epic adventuring and intense combat similar to the original. Whether you're a fan of the first game or a newbie to Net Battling, the new quest, chips and enemies will net you a megafun time on GBA.



Return to the Gulf for the Game Boy Advance version of a Super NES war classic. EA's Desert Strike Advance is a double-barreled assault of action and strategy.



Blades and Bullets

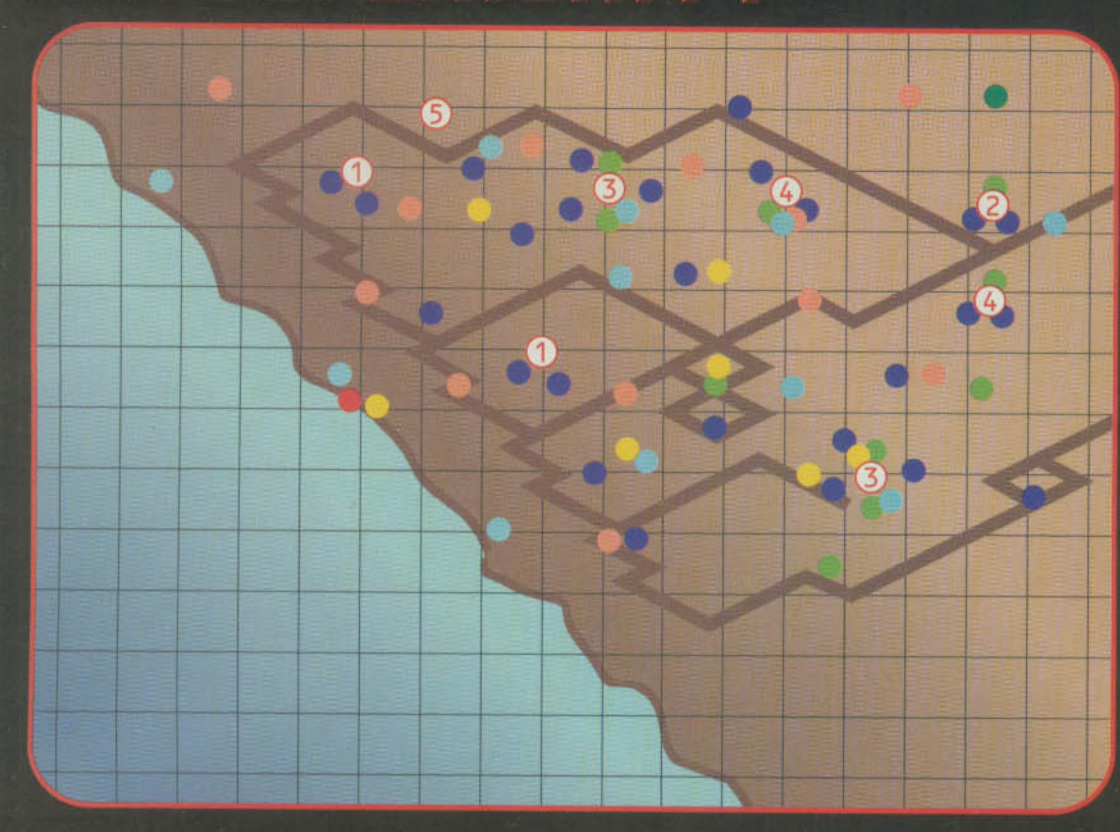
As a Madman holds the world hostage with the threat of nuclear war, an elite U.S. Navy chopper force flies into enemy territory to stop him by any means necessary. Your mission is to pilot the Apache chopper at the head of the charge and chip away at the enemy's position through four campaigns.



Aviator Assistance

Your mission begins with Lt. Xavier Thomas in the copilot's seat. As you progress, you will find other copilots who can fill in for Thomas.

AIR SUPERIORITY



Missions


1 Destroy the Radar Sites


2 Blow Up the Power Station


3 Bomb the Airfields


4 Hit the Command Centers


5 Rescue the Secret Agent



1 A pair of radar sites near the beach give enemy weapons longer range. Use hydras to hit the AAA units that support the sites first, then set your sights on the dishes.



2 You can further weaken enemy control over the region by taking out the power station. Approach it from the beach side and destroy the missile-equipped rapier unit first.



3 Two rapiers and three AAAs protect each of the two enemy airfields. You must be fully equipped with hydras and missiles to stand a chance in the battle.

Battle Orders



You can take on the missions in any order, but it pays to follow the plan. By destroying the targets in the early missions first, you will weaken the positions of advanced targets.



4 An enemy leader inside one of the command and control centers knows the location of the captured secret agent. Blast the buildings and capture the enemy. He'll point you in the right direction.



5 With the agent's position exposed, you can begin the rescue operation. Destroy a building to reveal the entrance to a bunker, then protect the area from a VDA assault as your copilot enters the bunker and rescues the agent.

Units

VDA


The roaming VDA protects weakened enemy positions. Hit it with hydras.

Rapier


The Rapier's missiles can deal a lot of damage to your Apache.

AAA


The AAA unit rotates and fires with speed but little accuracy.

MIA


Allies wait for pickup. Take them to landing sites for an armor upgrade.

Fuel Drum


When you're down to about 20% fuel capacity, seek out drums for a fill-up.

Ammo Crate


Wait until you're out of missiles and hydras before you reload.

Landing Zone


After you've picked up MIAs, you can unload them at the landing site.

Missions


1 Destroy the Radar Sites


2 Rescue Political Prisoners from Three Jails


3 Destroy the Power Station


4 Destroy the Chemical Plant


5 Capture SCUD Commanders and Destroy Launchers


6 Rescue POWs from the Camp

Units

Commander


You must capture SCUD Commanders to learn the locations of launch sites.

ZSU


Mobile ZSU units are heavily armored and powerful. Blast them with missiles.

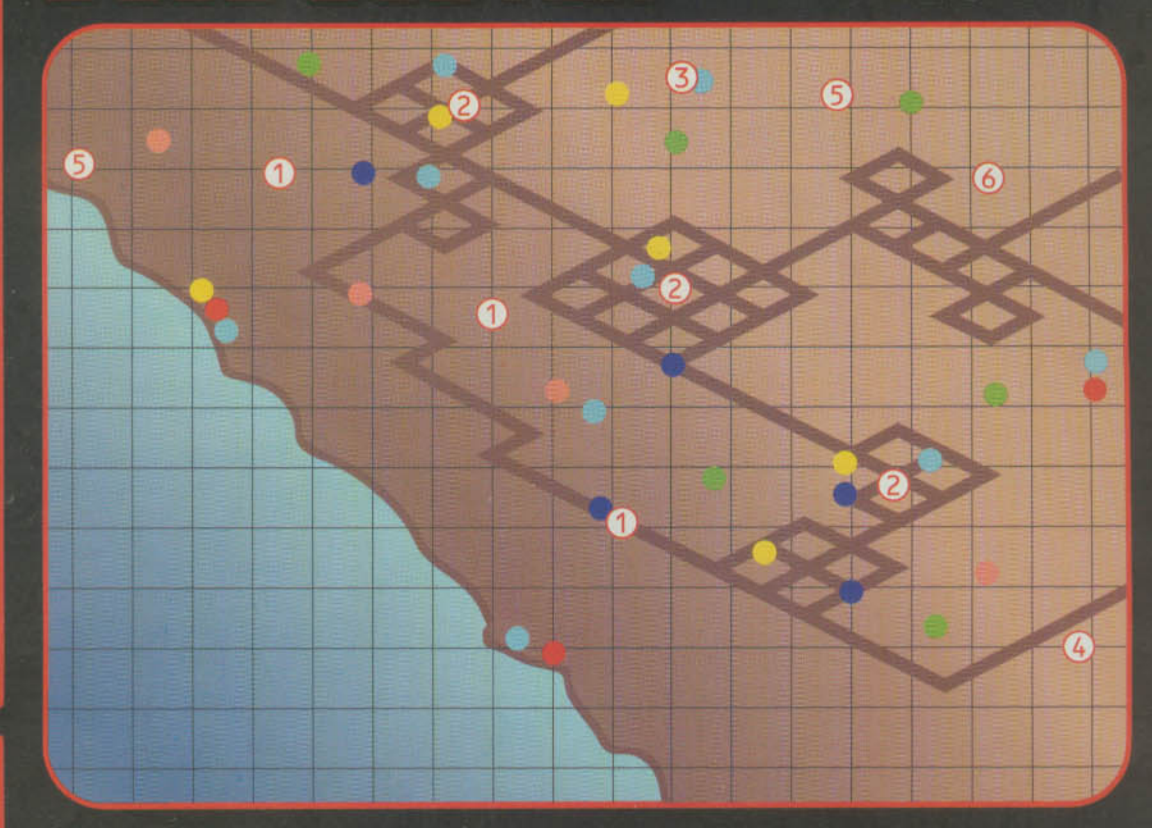
- MIA
- Fuel Drum
- Ammo Crate
- Landing Zone

Sand Secrets



You can often uncover helpful items by taking out enemy camps and hangars that are not official targets. Fire and collect.

SCUD BUSTER




1 Three radar sites give enemy units an eye in the sky over the area jails. ZSU tank units protect the general vicinity. Take them out if they get too close.


2 When you clear the areas around the prisons and blast holes into the prison buildings, groups of political prisoners will escape. You must collect at least 10 prisoners to complete the mission.



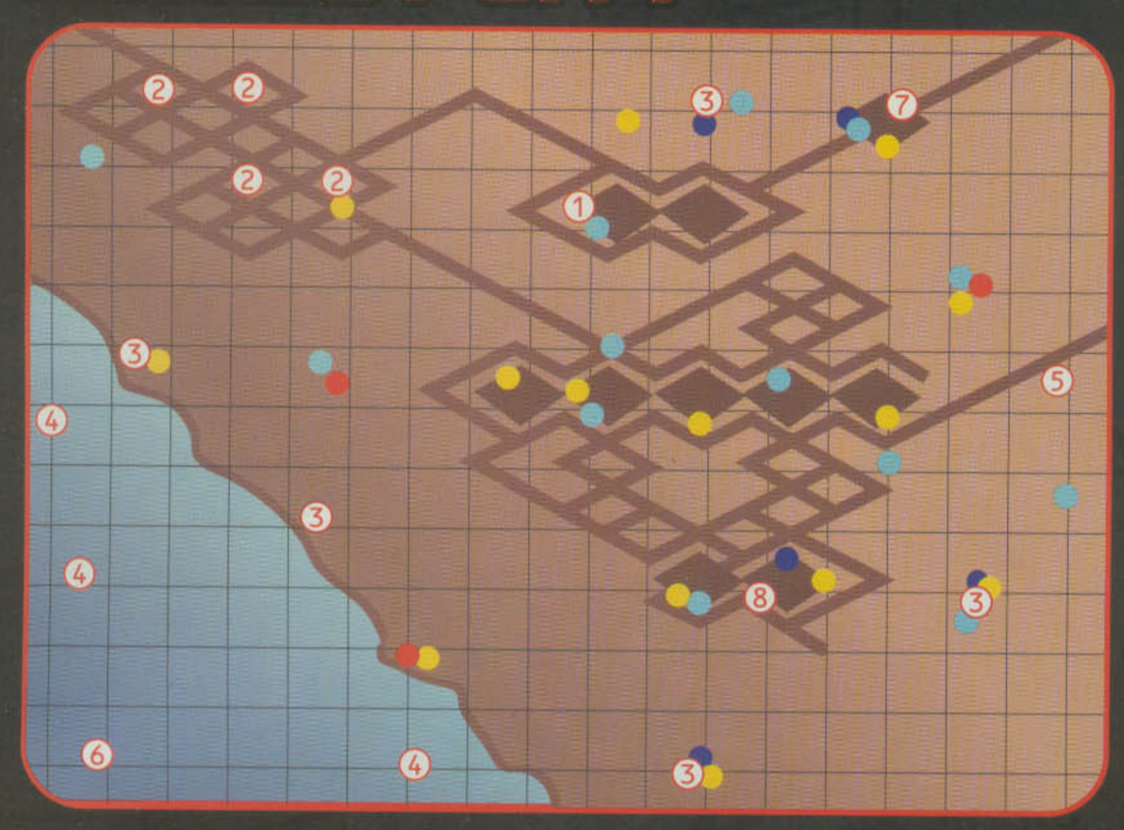
3 By destroying the power station, you will stop the production of chemical weapons. Neutralize the missile-equipped troops in the area first, then target the building.


4 The Madman plans to arm his SCUDs with chemical weapons. Blast a hole through the chemical plant to stop production for good, then target the silos.


5 NP Six SCUD commanders each know the location of one SCUD launcher. Destroy the commanders' barracks, capture the commanders and seek out the launchers.


6 Troops with missile launchers occupy the four guard towers in the vicinity of the POW camp. After you destroy the towers, target the buildings then save the prisoners.

EMBASSY CITY




1 Six UN inspectors are surrounded by enemies in a parking lot. Take out the enemies carefully and try not to hit the hostages. You must save at least five inspectors to complete the mission.


2 You'll find a scientist in each of the seven bio-weapons plants. Blast at least six of the buildings and capture the scientists. You can conserve missiles by using guns on the buildings.


3 Fly to the ICBM locations and target the dunes. A sound cue will let you know that you're hitting the right sand piles. When the silos are exposed, try to destroy them before they launch.


4 Three pilots are surrounded by enemy speedboats on the water. Mission parameters require that you rescue at least two of them. They'll provide you with the power station location.



5 Three rapiers protect the power station. Approach them carefully and don't let them gang up on you. When the power station is destroyed, you'll find an armor pickup in the rubble.


6 The Madman is across the water. Target the boats and helicopter that protect the yacht first, then hit the yacht itself. Collect the hostages soon after they hit the water or they'll be lost.

Objectives


1 Rescue UN Inspectors


2 Destroy the Bio-Weapons Plant


3 Destroy the ICBM Missiles


4 Save Pilots Lost at Sea


5 Destroy the Power Station


6 Rescue the Hostages on the Madman's Yacht


7 Capture the Enemy Ambassador


8 Liberate the Embassy

Items

M48


The M48 is a well-armored unit with powerful missiles. Hit it fast.

- Fuel Drum
- Ammo Crate
- Landing Zone

Sea Savings



Fuel is a precious resource, even in the Gulf. Your Apache does not consume fuel when you fly over water. If levels are low, head for the sea.

Missions

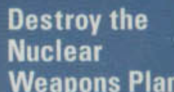

1 Save the Oil Field

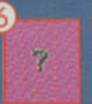

2 Stop the Oil Spills

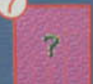

3 Blast the Bomb Shelters


4 Destroy the Bomb Parts


5 Destroy the Nuclear Weapons Plant





6 ?



7 ?


8 ?

Units

Crotale


The incredibly powerful Crotale units pack huge missiles. Avoid them if you can.

Madman's APC


The Madman's armored personnel carrier is invincible.

Fuel Drum

Ammo Crate

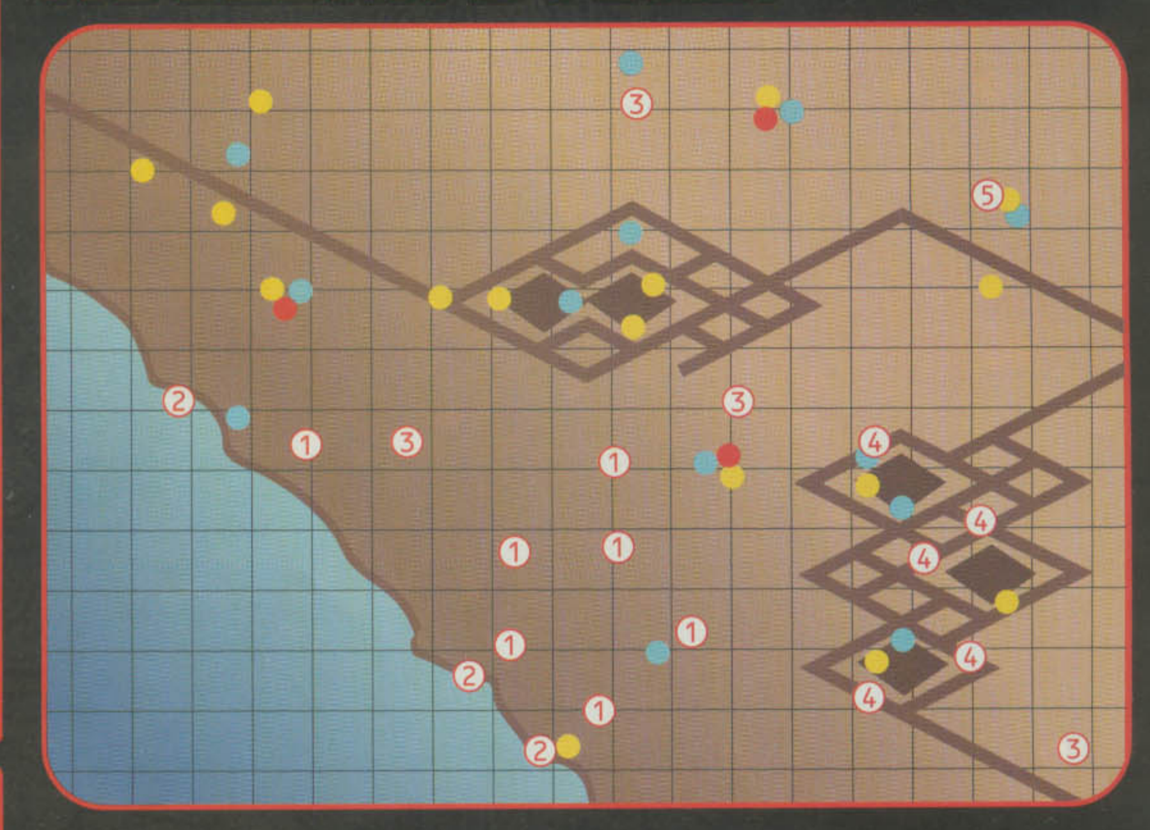
Landing Pad

Score More



The main goal of the game is to complete missions, but you can achieve a high score, too. If you're going for points, rescue extra allies and destroy extra enemies.

NUCLEAR STORM




1 Several enemy units will attempt to destroy the oil containers. Blast the enemies, then fly along the beach to find a team of allied commandos and take them back to the fields.


2 Three pipelines feed into the water. Destroy the enemies around each pipe then target the dark spots near the spouts. A sound cue will tell you that your aim is on target.


3 The enemies have hostages in four bomb shelters. Destroy the tanks in the vicinity, then target the shelter entrances. You can conserve missiles and hydras by using guns on the shelters.

4 The wily Madman has placed bomb parts in five garbage trucks and civilians in at least two others. Inspect each truck before you open fire and avoid the enemy units in the vicinity.

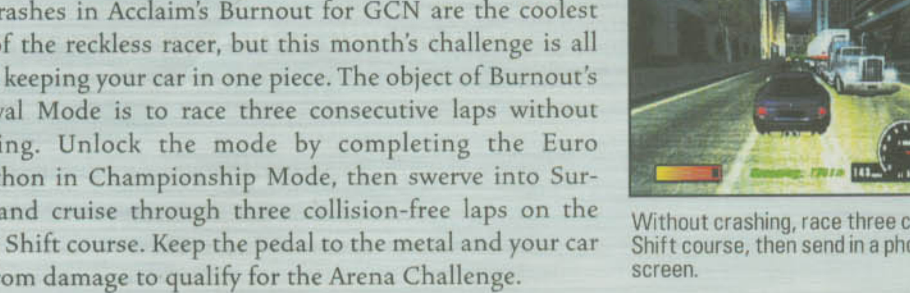

5 Crotales protect the nuclear weapons plant. If you can destroy the buildings without confronting the Crotales, you will prevent your Apache from taking serious damage. Use the buildings as cover.

Fire at Will

After you take out the nuclear weapons plant, you'll learn more about the Madman's plans. Conserve fuel and ammunition as best you can and save allies at every opportunity. You are almost there. Hang tough!

ARENA

ARE YOU GAME?



CHALLENGE

The crashes in Acclaim's Burnout for GCN are the coolest part of the reckless racer, but this month's challenge is all about keeping your car in one piece. The object of Burnout's Survival Mode is to race three consecutive laps without crashing. Unlock the mode by completing the Euro Marathon in Championship Mode, then swerve into Survival and cruise through three collision-free laps on the Night Shift course. Keep the pedal to the metal and your car free from damage to qualify for the Arena Challenge.

BURNOUT

NIGHT SHIFT SURVIVAL



COURSES SURVIVED



Without crashing, race three consecutive Survival Mode laps on the Night Shift course, then send in a photo of your time on the Courses Survived screen.

NP SCOREBOARD

SSX TRICKY: MASTER-RANKED HIGH SCORES FOR THE TOKYO MEGAPLEX SHOWOFF RUN (VOLUME 154)

Shay O'Neil, Albuquerque, NM	5,915,716
Daniel Wechsler, Wyckoff, NJ	1,658,800
Markus Langle, Minnetonka, MN	1,445,785
John Anthony, Collegeville, PA	1,334,870
Matt Trovato, London, ON	1,233,460

CAUTION: TWISTED CHALLENGES AHEAD

In Super Smash Bros. Melee, how far can you get in the 100-Man Melee using only the Down+A attack?

– JAMES CHANCE
ROSEVILLE, MICHIGAN

Can you complete the Sonic and Shadow missions in Sonic Adventure 2: Battle without collecting a single ring?

– MICHAEL RIEGER
ISLIP TERRACE, NEW YORK

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before July 5, 2002.

SEND YOUR ENTRIES AND IDEAS TO:
ARENA@NINTENDO.COM
NINTENDO POWER ARENA V.157
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v157" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.157, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 7/5/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 8/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 8/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 8/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc. ("Sponsor"), Redmond, Washington.



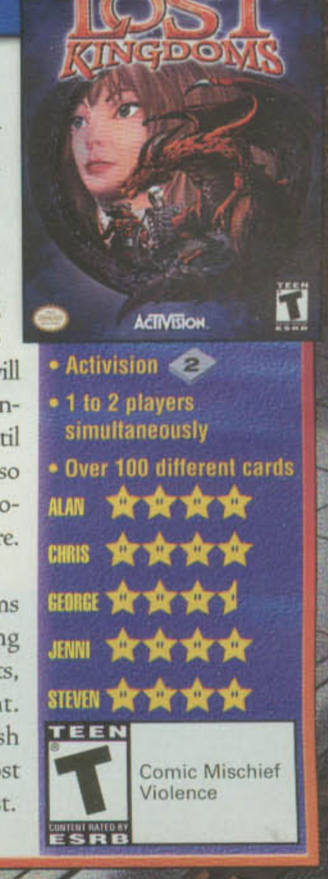
LOST KINGDOMS

Activision deals out a real-time card-dueling RPG.

Activision's epic is available only on GCN, and the elegant quest plays like a card-dueling game decked out with a Gauntlet-style view of the action. A real-time RPG, Lost Kingdoms sends you on a monster-slaying mission to stop an evil fog that has swallowed up the Five Kingdoms of Argwyll. As Princess Katia, you must collect cards and build a deck of over 100 different Guardian Creature Cards. Your journey sends you across more than two dozen 3-D worlds, and you must flip switches and solve puzzles to reach new areas. Along the way, you'll confront evil monsters, and you must combat them by dealing out a hand of four cards to summon fantastic Guardian Creatures, such as the Lizardman, Fighting Skeleton or Red Dragon. The action doesn't pause when you select cards, so you must stay on the go as you serve up your attacks. Since only Katia's cards can fend off enemies, the action heats up considerably as you try to deal your cards within attacking distance while also keeping Katia safe from enemy assaults.

Punching up the action with frantic, arcade pacing, the real-time, 3-D game play takes card dueling to the next level. Card creatures will also be able to progress to the next level, and the added experience will give them more abilities. Lost Kindgoms is mission-based, so you can keep replaying each area until you've successfully wiped out the enemies. You'll also be able to partake in head-to-head duels in the two-player Versus Mode, so it's not just a game of solitaire.

COMMENTS: Jenni—Lost Kingdoms is a solid and unique game-playing experience. I like the different effects, weapons and aids the cards grant. Alan—If you like arcade hack-and-slash fests, collection games or RPGs, Lost Kingdoms is going to hold your interest.



- Activision 2
- 1 to 2 players simultaneously
- Over 100 different cards

ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★½
JENNI ★★★★
STEVEN ★★★★

TEEN — Comic Mischief, Violence — CONTENT RATED BY ESRB

BOMBERMAN GENERATION

Light the fuse to surefire fun.

Banging out another explosive Bomberman adventure, developer Hudson Soft has given the demolitions expert a new cel-shaded makeover for Majesco's Bomberman Generation. The stylish graphics are a perfect fit since Bomberman, his enemies and his Charabom companions have always inhabited bold and colorful cartoon worlds. On his latest bombing run, players will have a blast exploring five giant worlds, which are each filled with 16 areas. Finding a safe place to duck for cover after you've placed a bomb near an enemy or switch has always been a big part of Bomberman's volatile mix of action- and puzzle-flavored adventuring, and Bomberman Generation delivers the short-fused fun with clever level design, tricky situations, tactics-crazy battles and fun ways to use your Charabom buddies as power-ups. The game also features the beloved old-school Bomberman minigames, which unleash you and three other bombardiers in a maze. The multiplayer Battle Game Mode boasts five ways to have a blast, including Bomberman's take on Whack-a-Mole, a tile-blasting competition similar to the Othello board game, and the tried-and-true Standard Mode, which takes place in eight creative arenas. The multiplayer mode alone will keep gamers blowing things up for hours on end, and the tight controls, excellent design and smart camera (it's zoomed out at just the right distance and pans appropriately) make things even better. Bomberman Generation is a GCN exclusive and it's dynamite.

COMMENTS: Alan—Don't be fooled by the pastel colors or cheery cel-shading—this is one tough game. Jenni—Bomberman Generation has crisp, chic cel-shaded graphics that enrich the entire experience. Bomberman has more room to roam the one-player levels than any other Bomberman game I can think of.



- Majesco 3
- 1 to 4 players simultaneously

ALAN ★★★½
CHRIS ★★★★★
JASON ★★★★★
JENNI ★★★★★
STEVEN ★★★★★

EVERYONE — Mild Violence — CONTENT RATED BY ESRB

SPIDER-MAN

Go for the ultimate spin on GCN.

Swinging straight from the silver screen to the GCN, Spider-Man spins a web that captures his movie adventure and the superpowered game play of Activision's previous Spidey spectacular for N64. Developer Treyarch has built upon the earlier Spider-Man game's foundation of combo-based attacks, and the company has added bigger action that goes beyond the movie. The game slings out 28 combo attacks along with new moves that convey the prowess of the Marvel superhero successfully. Spidey can use his web to lower himself from the ceiling like a yo-yo, and he can web up enemies and twirl them around like a tetherball. Spidey can even swing into webbed-up enemies in a special bowling minigame, and the 22-level adventure is loaded with other extras to unlock and find. By uncovering hidden tokens or racking up a high score (you earn bonus points for using stealth, finishing a level quickly or using a wide variety of attacks), you can earn alternate costumes, hidden combos, production art and movie sequences.

Treyarch has perfected webslinging, so the quick-acting controls will enable you to weave between skyscrapers and change direction midair on a moment's notice. Even if you're too agile for the camera to keep up with, the Camera Lock feature will keep villains like the Green Goblin, Vulture, Shocker and Scorpion in focus. With added enemies and true-to-the film features—including stunning visuals and the voice talents of actors Tobey Maguire, Willem Dafoe and Bruce Campbell—Spider-Man boasts an impressive package worth experiencing.



COMMENTS: George—It takes everything great about the comic book and turns it into a fun and funny interactive experience. Jenni—Spidey's movements are exhilarating. Steven—The best superhero game to date.

- Activision 2
- 1 player
- 22 levels

ALAN ★★★½
GEORGE ★★★★★
JASON ★★★★½
JENNI ★★★★½
STEVEN ★★★★½

EVERYONE — Violence — CONTENT RATED BY ESRB

LEGENDS OF WRESTLING

The lords of the ring from the past and present collide in an all-star slam.



- Acclaim 9 career 3 options
- 1 to 4 players simultaneously

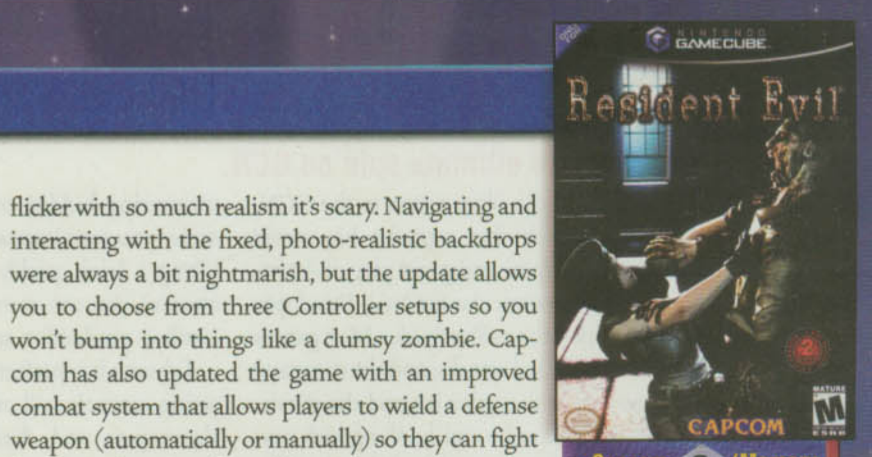
ALAN	★★★
CHRIS	★★
GEORGE	★★★
JASON	★★★
JENNI	★★

TEEN — Blood, Violence

Spanning decades of pro wrestling history's various divisions and federations, Legends of Wrestling pins down 42 of the biggest names, physiques and egos ever to have entered the squared circle. Acclaim's slammin' hall of fame features the superstars during their career-defining years, so Hulk Hogan is the 1980s version (rather than the present-day or nWo-era Hulk) and Rob Van Dam is at his ECW peak (rather than at his current position with the World Wrestling Federation). Fans will love having generations of wrestlers represented during their heyday, and players can keep up with the times by customizing the legends or creating their own characters in Create Mode. Bret Hart, Terry Funk, the Von Erich family and other legends are available, and players can build their character's fan-base by competing in Career Mode. By using weapons, diverse combos and impressive moves, you'll win points for your Popularity Meter. With increased popularity, you'll be able to compete in bigger matches. The fun setup will have you returning to the ring, and the game's unique timing meters also keep the action fun and challenging. By tapping a button when the timing needle passes through the hot zone, you'll be able to counter a move or execute an attack with maximum effectiveness. Whether you're going to the mat in a Four-Way Dance or Tag Team Match or running interference as a celebrity ref, the combos are tight and the animation, music and sound effects are on the money. The overall look of the game, however, is a bit simplistic and cartoony. Then again, some would argue that pro wrestling never looked all that real to start with.







COMMENTS: George—The combo/reversal system slows the action down a bit because it takes a while for the moves to develop. Alan—The camera is a little zoom-happy.

RESIDENT EVIL

Evil gets an upgrade.



- Capcom 8 (Memory Card required)
- 1 player
- 2 discs

ALAN	★★★★½
CHRIS	★★★★★
JASON	★★★★★
JENNI	★★★★★
STEVEN	★★★★★

MATURE — Blood and Gore, Violence

Evil has found a new residence, and it's only on Nintendo GameCube. The Resident Evil series pioneered the survival horror genre, and Capcom is revamping the games exclusively for mature GCN players. In the new version of the shocker that started it all, Capcom has rearranged some areas and added new places to explore in the zombie-infested mansion. RE fans will want to play the GCN version, not only because it's practically a different game, but because it's graphically superior to the previous installments. No matter how gruesome things get, you won't want to cover your eyes because RE has never looked so good. As you wander from scene to scene as Chris Redfield or Jill Valentine (each character offers a slightly different adventure), the dynamic lighting will cast shadows that dance and flicker with so much realism it's scary. Navigating and interacting with the fixed, photo-realistic backdrops were always a bit nightmarish, but the update allows you to choose from three Controller setups so you won't bump into things like a clumsy zombie. Capcom has also updated the game with an improved combat system that allows players to wield a defense weapon (automatically or manually) so they can fight free from the grips of a grabby monster.

After all these years, RE continues to be a landmark game, and it scares up another milestone by being the GCN's first two-disc game. A Memory Card is required to resume game play on the second disc, so don't say we didn't warn you. RE offers enough shocks as it is.



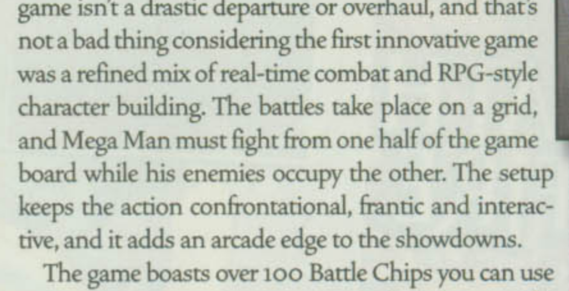


COMMENTS: Steven—A survival horror masterpiece that ranks among the best sensory scares of any medium. Chris—Everything about this game is mind-blowing. Every room hides another terrifying secret. Jenni—The game somehow creates and maintains a tension-laden atmosphere of dread.

MEGA MAN BATTLE NETWORK 2

Boot up the Blue Bomber for another adventure in cyberspace.



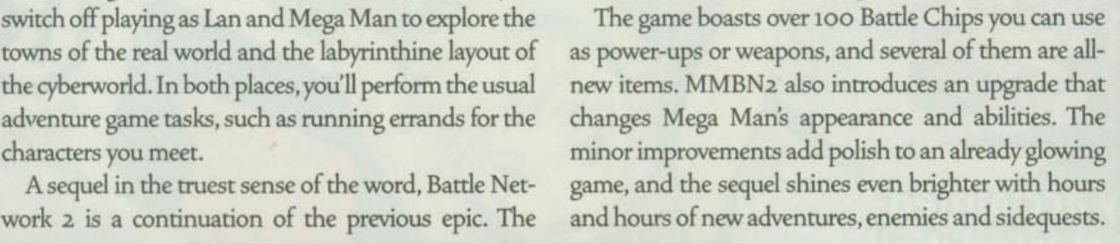




In Capcom's world of the Battle Network, computer viruses resemble futuristic robots and critters. To delete the pests, computer hackers jack in to the infected terminals to boot up their personal cyber-character, known as a Net Navi. The sequel to last year's Mega Man Battle Network for GBA continues the saga of Lan and his Net Navi, who's an online version of Mega Man. The game is like dual a adventure, because you switch off playing as Lan and Mega Man to explore the towns of the real world and the labyrinthine layout of the cyberworld. In both places, you'll perform the usual adventure game tasks, such as running errands for the characters you meet.

A sequel in the truest sense of the word, Battle Network 2 is a continuation of the previous epic. The game isn't a drastic departure or overhaul, and that's not a bad thing considering the first innovative game was a refined mix of real-time combat and RPG-style character building. The battles take place on a grid, and Mega Man must fight from one half of the game board while his enemies occupy the other. The setup keeps the action confrontational, frantic and interactive, and it adds an arcade edge to the showdowns.

The game boasts over 100 Battle Chips you can use as power-ups or weapons, and several of them are all-new items. MMBN2 also introduces an upgrade that changes Mega Man's appearance and abilities. The minor improvements add polish to an already glowing game, and the sequel shines even brighter with hours and hours of new adventures, enemies and sidequests.



- Capcom/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- Over 100 Battle Chips



ALAN ★★★½
CHRIS ★★½
JASON ★★★★½
JENNI ★★★★½
STEVEN ★★★★½



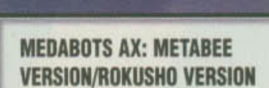


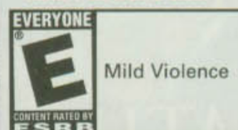
COMMENTS: Jason—It's an extension of the excellent original, and I'm happy to have more of it. Jenni—MMBN2 is very well done. The fighting system is an interesting fusion of RPG-type battles and action battles.

EVERYONE E Comic Mischief — CONTENT RATED BY ESRB

MEDABOTS AX: METABEE VERSION/ROKUSHO VERSION

- Natsume/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





EVERYONE E Mild Violence — CONTENT RATED BY ESRB



Based on the popular Fox Kids cartoon series, Natsume's action game lets you mix and match robotic Medaparts to create countless varieties of Medabots. The side-scrolling fights keep things intense, and you must win Robattles at six different sites. With the Multi-Pak function, one to two players can compete for Medaparts (each version of the game features some unique robots). You'll get the most fun out of the game if you're a fan of the show.



ALAN ★★
CHRIS ★½
JASON ★★
JENNI ★★
STEVEN ★★

DESERT STRIKE ADVANCE

- EA/32 Megabits
- 1 player
- 27 missions

EVERYONE E Violence — CONTENT RATED BY ESRB



Back in service, the classic Strike series zeroes in on GBA territory with EA's port of the Super NES air raid. Take command of an attack chopper to complete 27 missions set in four different areas. Whether you're on a rescue or search-and-destroy mission, the action is always ballistic. Tight controls help make the flight a fun one, but the game can hover into repetitive territory since the missions aren't incredibly varied.



ALAN ★★★★½
CHRIS ★★★
GEORGE ★★★½
JASON ★★★
JENNI ★★

FROGGER: THE GREAT QUEST

- Konami/64 Megabits
- 1 player
- Over 15 levels



EVERYONE E — CONTENT RATED BY ESRB



Frogger has always been about top-down navigation that required you to hop one space at a time, but The Great Quest has absolutely nothing to do with Frogger's trademark game play. Instead, Konami's adventure is a fairly basic side-scrolling platformer that could have starred any character. Filled with plenty of items to collect, fun enemies to bash and lots of double-jumping to perform, The Great Quest similar to a Rayman-style game in terms of variety and action.



ALAN ★★★½
GEORGE ★★½
JASON ★★
JENNI ★★
STEVEN ★★★★

GUILTY GEAR X: ADVANCE EDITION

- Sammy/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link



Mild Violence
Suggestive Themes



Sammy's combo-heavy fighter kicks out rapid-fire action and a cast of 16 utterly original characters, including a deranged surgeon who wears a paper bag on his head and an assassin who was trained to use her hair as a weapon. The Color Edit feature allows you to change each character's color palette, but most will be black and blue after you use the four-button combos to unleash cool moves, including the Dual Combo, which you perform with a partner.



INVADER

- Xicat/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- 8 worlds



Violence



Fans of old-school arcade space shoot-outs like Xevious will love the blast-and-bomb action of Invader. The top-down game gives pilots two ships to choose from and an arsenal of eight weapons. Destroyed ships scatter coins for you to collect, and you'll also be scrambling to take out the enemy's aerial and ground forces in the colorful eight-world game. It's intense arcade action with a very cool two-player cooperative mode.



MONSTER FORCE

- Universal/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link



Mild Violence



Universal Interactive's maze-based Monster Force lets you play as a teenage version of Dracula, Frankenstein's monster or the Wolfman in over 30 creepy levels. Whether you're smashing pumpkins in the timed challenges or zapping enemies to nab a high score, the trials of the teen terrors are howlingly exciting. The noteworthy music is superb, and the game's fun factor, graphics, presentation, controls and multiplayer mode are just as good.



MUPPET PINBALL MAYHEM

- NewKidCo/32 Megabits
- 1 to 4 players alternating
- 4 boards and 16 minitables





NewKidCo rolls out full-tilt Muppet fun with a wacky pinball game. The colorful boards have Kermit, Miss Piggy, Gonzo and Animal themes, and the excellent graphics and music reflect the offbeat Muppet spirit. Animal grunts "Sorry" when you lose a ball, and Fozzie says "Wocka, wocka, wocka!" when you launch your ball through a spinner. The game has fun touches for Muppets fans, and it delivers challenging fun for pinball wizards.



NASCAR HEAT 2002

- Infogrames/32 Megabits
- 1 to 4 players simultaneously
- Single- and Multi-Pak play





NASCAR Heat 2002 might leave you cold if you don't follow the races, since the game goes to great lengths duplicating official tracks and jamming each one with 24 cars. The top-down view of the action is a tad tight, so it's hard to anticipate upcoming turns. NASCAR Heat might get you hot and bothered with its tricky controls, but the game steers things in the right direction by including multiplayer races for up to four players.



TIGER WOODS PGA TOUR 2002

- Destination/64 Megabits
- 1 to 4 players alternating or simultaneously
- Multi-Pak Game Link





Play the full PGA Tour at Sawgrass, hit the Driving Range or compete in Shoot-Outs as Tiger Woods or any of 11 other pro golfers. The fun on the fairway is a bit easy and the timing of the swing meter is a cinch to master, so you'll be playing under par like Tiger right from the get-go. The challenge really comes into play when you're competing with friends, and up to four players can take turns playing on one GBA or they can each link up for Multi-Pak play.











ZOOCUBE
- Acclaim/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





ZooCube is a 3-D puzzle game with a very simple premise: You must match shapes. The game doesn't offer fun opportunities for setting up chain reactions—instead, you merely rotate a cube and catch shapes as they fly in from all sides. By catching two matching shapes on the same side of your cube, you'll eliminate them. That's hardly mind-boggling puzzle action, so ZooCube is more of a test of reflexes—especially once the pace picks up.



KING OF FIGHTERS EX: NEOBLOOD
- Sammy/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





Loaded with 24 characters and tons of complex combos, King of Fighters arms you with a Striker—a partner you can call in for quick-and-dirty backup. You can also fill up your Power Gauge to burst into Counter Mode or Armor Mode and unleash unlimited special attacks or withstand knockdowns. KOF is the second fighting game from Sammy to be reviewed this month, and it's just as fast, brutal, complex and fun as Guilty Gear X (see review on page 152).



ROBOPON 2: CROSS VERSION/RING VERSION
- Atlus/64 Megabits
- 1 to 4 players simultaneously
- Single- and Multi-Pak play

EVERYONE E CONTENT RATED BY ESRB



What set the original Robopon apart from its inspiration, Pokémon, was that the GBC Game Pak sported a built-in alarm and infrared port. While the GBA sequel doesn't feature such bells and whistles, the robot-collecting sequel is nevertheless a big step forward, since it includes over 180 new Robopon, four-player Single-Pak minigames and three times the area to explore. Game play in the two GBA versions is the same, but each Pak features a few exclusive Robopon.



SPACE INVADERS
- Activision/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link





The GBA is perfect for arcade-style games that you can just pick up and play, and the recent N64 update of Space Invaders is right at home on the portable. The revamped classic features power-ups you can earn by shooting four of the same space invaders in a row. Diagonal blasts, freeze rays and other cool weapons are at your disposal against the wily aliens, but if that's too much for you, you can always play the great game in Classic Mode.



SPIDER-MAN
- Activision/64 Megabits
- 1 player
- 11 levels





Activision's GBA webslinger manages to capture the action of the film, comic and GCN game. "Pow!" and other words appear on screen like comic-book sound effects as you bash it up with supervillains such as the Vulture, the Green Goblin, Shocker, Scorpion and Kraven the Hunter (a bonus baddie who doesn't appear in the GCN game). Bonus levels send you swinging across the city in 3-D, while the side-scrolling fun is as amazing as Spider-Man himself.



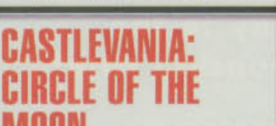
VIRTUAL KASPAROV
- Titus/32 Megabits
- 1 to 2 players alternating or simultaneously
- Single-Pak Game Link



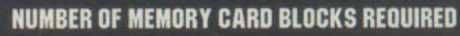


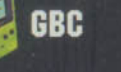
Virtual Kasparov presents chess in a fun, informative and creative new way. With 31 opponents (including Kasparov) to keep players in check, Titus's smart game features an engaging story mode, cartoony graphics and a step-by-step tutorial stocked with 50 situations, lessons and historic matches including Kasparov's commentary. It's great for players of all skill levels, and two players can match wits on one GBA or two using the GBA Game Link Cable.



Game	System	Readers' Average Score	Screen	Info	ESRB
ALL-STAR BASEBALL 2003 • Acclaim Sports		Readers' Average Score at www.nintendo.com ★★★★ 		See Now Playing v.156 for more info	 EVERYONE
JEREMY MCGRATH SUPERCROSS WORLD • Acclaim Max Sports		Readers' Average Score at www.nintendo.com ★★★★ 		See Now Playing v.156 for more info	 EVERYONE — Mild Language, Mild Lyrics
CASTLEVANIA: CIRCLE OF THE MOON • Konami		Readers' Average Score at www.nintendo.com ★★★★½ 		See Now Playing v.146 for more info	 TEEN — Mild Violence, Animated Blood
MEGA MAN BATTLE NETWORK • Capcom		Readers' Average Score at www.nintendo.com ★★★★½ 		See Now Playing v.148 for more info	 EVERYONE
SHREK: SWAMP KART SPEEDWAY • TDK		Readers' Average Score at www.nintendo.com ★★★★		See Now Playing v.156 for more info	EVERYONE — Comic Mischief

KEY

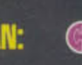
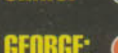
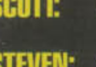
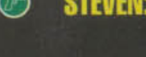
 GCN  GBA  GBC  NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

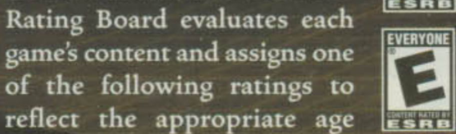
CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:  
JASON:  
ANDY: 
JENNI:  
CHRIS:  
SCOTT:   
GEORGE:    
STEVEN:    

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

 Early Childhood  Teen (13+)  Adult (18+)

Everyone Mature (17+) Rating Pending

To contact the ESRB, call 1-800-771-3772.

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THE NINDEX

GAME INDEX
VOLUME 157—JUNE 2002

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COMING NEXT ISSUE . . .

Volume 158 July 2002

E³ Wrap-Up



E³ may be over, but the fun is just beginning. Find out more from the floor in July as Nintendo Power files its report on the biggest little week in gaming.

WrestleMania X8



The big boys are comin' to play on the Nintendo GameCube, and NP has a stranglehold on the details. Be with us next month to read all the grappling details.

NCAA Football 2003



We're hitting the gridiron with NCAA Football 2003 in July. Find out if EA's college football outing makes the grade.

Animal Crossing



If you could talk to the animals, then you'd be playing Animal Crossing for the Nintendo GameCube. Doctor Dolittle won't have anything on you after you read our sneak preview of the wild communication game.

PLUS!

- PINBALL OF THE DEAD
- AERO THE ACROBAT
- THE SCORPION KING (GCN)
- SMUGGLER'S RUN: WAR ZONE
- UFC THROWDOWN
- POCKY AND ROCKY WITH BECKY
- WORMS WORLD PARTY
- WORMS BLAST
- EXCLUSIVE KIRBY COMIC

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 156 (May '02): Spider-Man Preview (GCN), SpyHunter, Burnout, Tactics Ogre: The Knight of Lodis, Pocket Music, Game Developers Conference Special Report, Rayman Arena Preview, 2001 Nintendo Power Awards Winners, The Sports Reports (racing, football, basketball, soccer, baseball).

Volume 155 (Apr. '02): James Bond 007 in Agent under Fire, Pac-Man World 2, Crash Bandicoot: The Huge Adventure, Bloody Roar: Primal Fury, Breath of Fire II, Sega Soccer Slam, Gauntlet: Dark Legacy, Sonic Adventure 2: Battle Part 2, Dinotopia: The Timestone Pirates Preview, Midway Preview, Dragon Ball Z: The Legacy of Goku Preview.

Volume 154 (Mar. '02): Sonic Adventure 2: Battle, NBA Street, 18-Wheeler: American Pro Trucker, Zone of the Enders: The Fist of Mars, Broken Sword: Shadow of the Templars, Super Mario World: Super Mario Advance 2 Part 2, Crash Bandicoot: The Huge Adventure Preview, Pac-Man World 2 Preview, Disney's Donald Duck: Goin' Quackers Preview, Sega Soccer Slam Preview, 2001 Nintendo Power Awards Nominations.

Volume 153 (Feb. '02): NBA Courtside 2002, Batman Vengeance (GCN), Cel Damage, ESPN International Winter Sports 2002, Smashing Drive, Dark Summit, Super Mario World: Super Mario Advance 2, NFL Quarterback Club 2002, Sonic Advance, Shantae, DigiPen Institute of Technology Special Report, Sonic Adventure 2: Battle Preview, Tom Clancy's Rainbow Six: Rogue Spear Preview.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars:* Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

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